SONY

System Management Software

# BZPS-8000

## User's Guide

1st Edition (Revised 13) English
Software Version 11.00 and Later

**NOTICE TO USERS**

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# Upgrade History and Details

## Functions Added With System Manager Version 11.00

With System Manager Version 11.00, the following functions are added.

### Support for 8 groups

In System Manager, you can manage up to 8 groups (Group 1 to Group 8 or g1 to g8).

### Support for MVS-7000X

The MVS-7000X multi format switcher system is supported.
This allows the MVX-7000X to be added to Device Monitor for monitoring, and allows the device status to be checked in the Device Information window.

### Support for Menu Changes With an MVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports functions in Version 11.10 of the MVS-8000X/7000X switcher system.

## Functions Added With System Manager Version 10.00

With System Manager Version 10.00, the following functions are added.

### Support for a 5M/E system and 8 Keyers

In File Manager, Frame Memory Recall, and Video Clip, a 5M/E system and 8 keyers are supported.

### Support for an External Hard Disk Drive

In File Manager, you can save data to or recall data from a hard disk drive connected to the USB port of the switcher.

### Support for Menu Changes With an MVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports functions in Version 10.00 of the MVS-8000 switcher system.

## Functions Added With System Manager Version 9.00

With System Manager Version 9.00, the following functions are added.

### Support for MVS-8000X

The MVS-8000X multi format switcher system is supported.
This allows the MVS-8000X to be added to Device Monitor for monitoring, and allows the device status to be checked in the Device Information window.

**Note**

With MVS-8000X Version 9.00, the frame memory functions are not supported. Therefore, it is not possible to use functions relating to frame memory on System Manager.

### Support for Menu Changes With an MVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports functions in Version 9.00 of the MVS-8000 switcher system.

### Support for Windows 7

From this version, Windows 7 is also supported.

## Functions Added With System Manager Version 8.05

With System Manager Version 8.05, the following functions are added.

### Operations on Files With Ancillary Data

In File Manager, you can now transfer files with ancillary data to the switcher (Put) or from the switcher to the client (Get).

*For details, see "Using Put for a File With Ancillary Data" (page 62) and "Using Get for a File With Ancillary Data" (page 68).*

### Support for a Second Frame Memory Board

In File Manager, first and second boards are recognized, and now support Put and Get operations.

*For details, see "Using Put for Second Frame Memory Board Data" (page 64) and "Using Get for Second Frame Memory Board Data" (page 69).*

### Support for Menu Changes With an MVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports functions in Version 8.05 of the MVS-6000 switcher system.

## Functions Added With System Manager Version 8.00

With System Manager Version 8.00, the following functions are added.

### Editing Devices Side Folders in File Manager

You can create, rename and delete the Devices side folders in the File Manager window.

*For details, see "Creating/Renaming/Deleting Devices Side Folders" (page 46).*

### FM Data Port Available for Transferring Files

Using the FM Data Port on the frame memory board of the switcher saves your processing time for transferring files.

*For details, see "Using the FM Data Port for Transferring Files" (page 48).*

### Pair Mode Settings Saved With Frame Memory Sequences

When saving a frame memory sequence in the Frame Memory Recall window, you can save its pair mode setting with it. The saved pair mode setting can be recalled together when the sequence is recalled in On Air mode.

*For details, see "Saving a Sequence as a File" (page 138).*

### Support for MVS-6000

MVS-6000 multi format switcher system is also supported.

### Support for Menu Changes With an MVS/DVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports the menus of Version 8.00 of the MVS/DVS switcher system.

## Functions Added With System Manager Version 7.25

With System Manager Version 7.25, the following functions are added.

### Frame Memory Folder Selection in the Frame Memory Recall Window

In the Frame Memory Recall window, you can select a frame memory folder so that only the thumbnails of the images in that folder are read out, thus saving processing time.

*For details, see "Selecting a Frame Memory Folder of the Switcher" (page 134).*

### Video Mode Selection for Each Frame Memory

When reading out thumbnails from the switcher, it is possible to switch video mode between the pair mode for video and key and the video-only mode in the Video Clip window.

*For details, see "Selecting the Video Mode for Each Frame Memory" (page 154).*

### Frame Memory Folder Selection in the Video Clip Window

In the Video Clip window, you can select a frame memory folder so that only the thumbnails of the images in that folder are read out, thus saving processing time.

*For details, see "Selecting a Frame Memory Folder of the Switcher" (page 154).*

### Linking Clip Playback to Key On

For each frame memory you can enable clip playback to be triggered when the specified key is turned on.

*For details, see "Linking Clip Playback to Key On" (page 158).*

### Extended Support by MFS-2000

Direct mode selection in the Frame Memory Recall window and the Video Clip window operations are newly made available for the MFS-2000 Switcher.

## Functions Added With System Manager Version 7.20

With System Manager Version 7.20, the following functions are added or changed.

### Sequence Execution Using GPI Inputs

You can execute a frame memory sequence by operating a switch connected to a GPI input port of the SCU (switcher control unit).

*For details, see "Executing a Frame Memory Sequence With a Switch Connected to a GPI Input Port" (page 149).*

### Recall and Other Operations on a Frame Memory Clip

You can recall a frame memory clip created on the switcher from System Manager, and replay it.

*For details, see Chapter 9, "Video Clip" (page 151).*

### Frame Memory Folder Display

Frame memory folders in switcher registers are shown, and can now be accessed from File Manager.

*For details, see "Getting Device Data Files" (page 50).*

### Improved Thumbnail Redisplay

In previous versions, each time an image file was added to switcher frame memory from File Manager, all of the thumbnails in the switcher menu screen were redisplayed. This problem has been solved in this version.

### Running Under Java 1.6

This program runs in Java Version 1.6.

### Support for QuickTime 7.4

Using QuickTime 7.4, you can import a QuickTime Movie or AVI file. However, under Windows 2000 it is not possible to install this version, and QuickTime 7.1.6 should be used.

*For details, see "Importing Movie Files" (page 74).*

**Note**

QuickTime must be installed after Java (JRE).
After changing the Java version, it is necessary to reinstall QuickTime.

### Support for Menu Changes With an MVS/DVS Switcher Upgrade

The BZPS-8001 Switcher Setup Software supports the functions of the MVS/DVS switcher system, Version 7.20.

# Chapter 1 Overview

# Features

The BZPS-8000 System Management Software (referred to as “System Manager”) provides overall control of MVS switcher system connected to a network (Data LAN), in a server-client format.
The following are the principal features of System Manager.

### Effective use of setup data

You can get the setup data from the devices making up the system (center control panel, switcher processor, DME processor, PFV-SP unit, MAV disk recorder) and save it in System Manager. Then when required you can return the saved setup data to the original device, or copy it to another device of the same type. This reduces the time required to set up for particular studio production conditions.

### Managing setting data files

You can copy device setting data files between devices or between studios. This makes for more efficient use of setting data, including snapshots and key frame effects.

### Changing cross-point settings offline

You can edit the cross-point settings and other data offline. You can then save the amended data, and send it to the switcher as required.

### Remote operation of switcher menus

When the optional BZPS-8001 Switcher Setup Software is installed, you can use a computer in place of the center control panel, to operate the Engineering Setup menu and other menu operations on the switcher.

### Remote operation of frame memory output and creation of sequence files

You can read still image thumbnails from a switcher, and select particular images to be output from frame memory.
You can also arrange thumbnails into a sequence, and create an original sequence file.

# Chapter 2 Logon and User Registration

## Connecting to the Server

Double-click the System Manager icon on the desktop to start System Manager; the following Connect to Server dialog box appears.


To connect, carry out the following operations in the Connect to Server dialog box.

**1** Specify the IP address of the server to which you want to connect.

To connect to the default IP address, 192.168.1.10, no input is required. To specify a different address, enter the IP address or host name in the Server box.

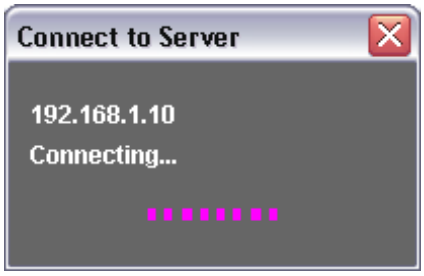
When you enter an IP address or host name, it is automatically registered at logon, and from the next time you will be able to select it from the drop-down list. (Up to five addresses can be registered.)
If you deselect the "Always ask before connecting" checkbox, from the next time the Connect to Server dialog box does not appear.

**To change the server to which you connect**
In the Main Menu, select File >Log Off.

*For details of logging off, see "Logging Off and On Again With a Different User Name" (page 18).*

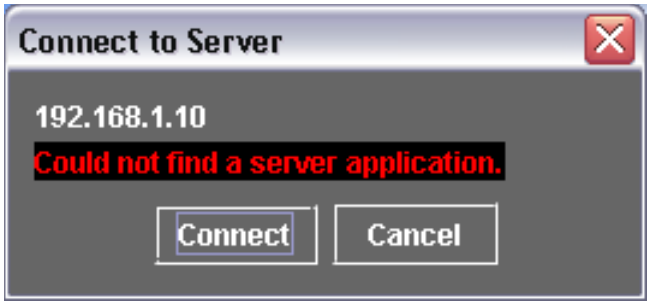
**2** To start the connection, click the Connect button.
To quit System Manager without connecting, click the Cancel button.

As the connection to the server begins, the following window appears.




### If the server could not be found

The following message appears.



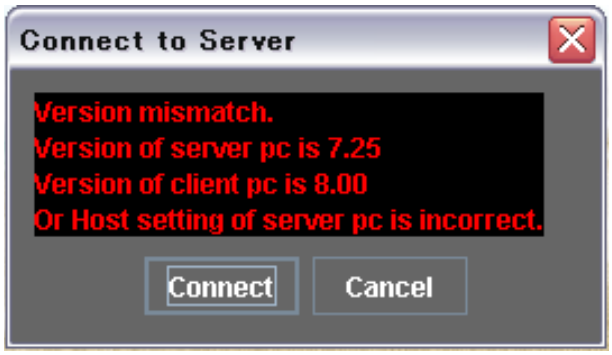

The following are among the possible reasons for this message appearing:

- The server is powered off.
- The IP Address or host name is incorrect.

Check these, then try the connection again.

### If the connection fails because of a software version incompatibility

In a connection, the server and client software versions are compared, and if they are different, the following message appears.



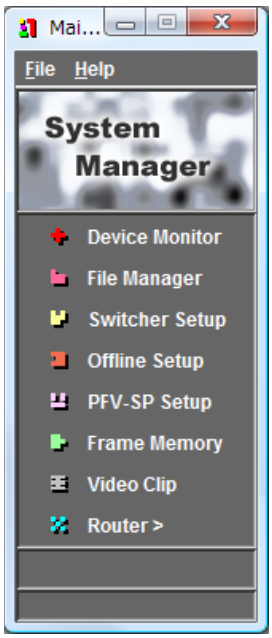

- To retry the connection, click the Connect button.
- To cancel the connection, click the Cancel button.

# Logging On

Once the connection to the server is established, System Manager starts. The initial screen depends on whether or not the administrator *(see page 19)* has set a password, as follows.

## When no password is set

When System Manager starts, the following Main Menu window appears.

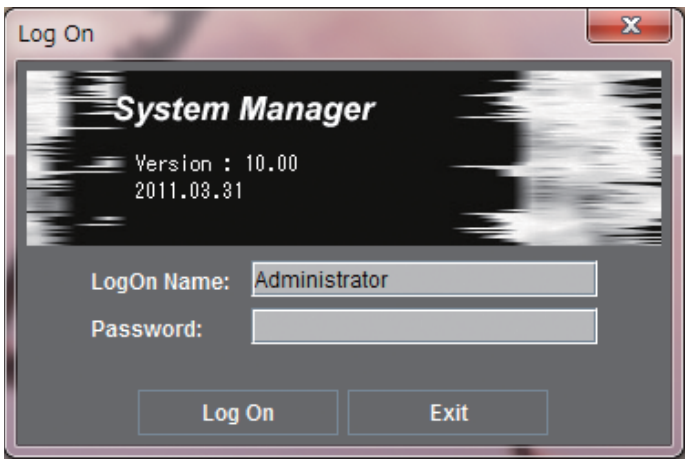



In this case, you are already logged in, and can use System Manager immediately.

*For details of the Main Menu window, see page 15.*

## When a password is set

When System Manager starts, the following Log On dialog box appears.




**1** Enter the logon name (user name) in the LogOn Name box.

The last entered logon name is shown in the box; change it as required.

2 Enter the password in the Password box.

3 Click the Log On button.

The Main window appears, completing the logon.
This window is the same as that shown in the previous item, *"When no password is set" (page 14)*.

### Logging on for the first time

Carry out user registration as required. *(see page 19)*

### Canceling the logon

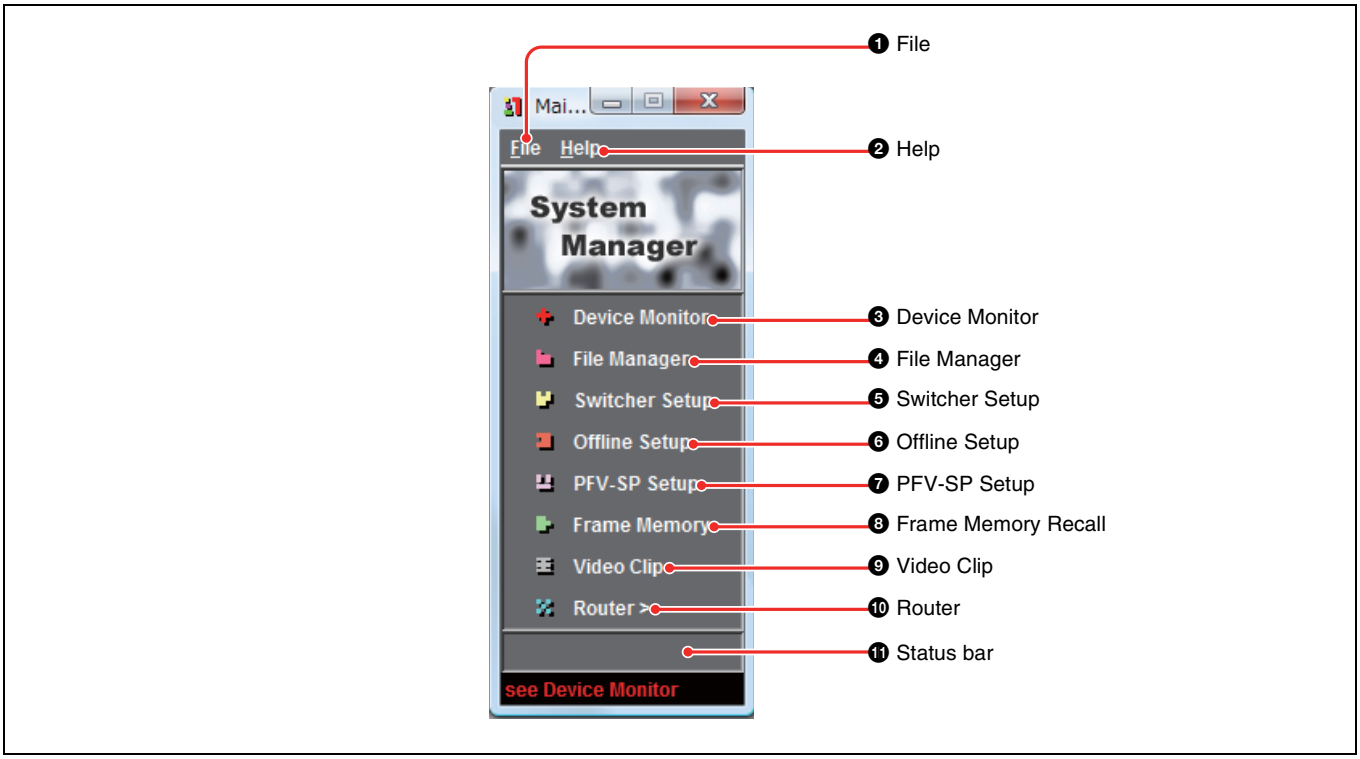
In the Log On dialog box, click the Exit button or button at the top right. This closes the Log On dialog box, and exits System Manager.

## Names and Functions of Parts of the Main Menu Window

The Main Menu window provides a portal to the following software included in System Manager.

- BZPS-8000 System Management Software
- BZPS-8001 Switcher Setup Software
- BZPS-8002 PFV Setup Software

It also functions as the exit from System Manager after using these functions.
The following shows names and functions of parts of the Main Menu window.




**❶ File**

Click this to display the File menu. The File menu includes the following commands.

**Setup:** Opens the Setup of System Manager dialog box *(see page 19)*, to make user name, password, and permissions settings. This command is only available if you logged on with Administrator permissions. If you logged on with Operator permissions, this does not appear.

**Log Off:** Click this to switch to a different server without exiting System Manager. The Log On dialog box appears.

**Exit:** Exits System Manager.

**Server Shutdown:** Starts shutdown process of server.

**❷ Help**
Click this to display the Help menu. The Help menu includes the following commands.
**Version:** Displays version information about the BZPS-8000 System Management Software.
**User's Guide:** Displays Chapter 2 of this User's Guide (PDF).

**❸ Device Monitor**
This starts Device Monitor *(see Chapter 3)*.

**❹ File Manager**
This starts File Manager *(see Chapter 4)*.

**❺ Switcher Setup**
When the optional BZPS-8001 Switcher Setup Software is installed, this starts the Switcher Setup Software *(see Chapter 5)*.
When the BZPS-8001 software is not installed, this button does not appear.

**❻ Offline Setup**
When the optional BZPS-8001 Switcher Setup Software is installed, this starts the Offline Setup *(see Chapter 6)*.
When the BZPS-8001 software is not installed, this button does not appear.

**❼ PFV-SP Setup**
When the optional BZPS-8002 PFV-SP Setup Software is installed, this starts the PFV-SP Setup Software *(see Chapter 7)*.
When the BZPS-8002 software is not installed, this button does not appear.

**❽ Frame Memory Recall**
This starts Frame Memory Recall *(see Chapter 8)*.

**❾ Video Clip**
Use this to manipulate switcher frame memory clips from System Manager *(see Chapter 9)*.

**❿ Router**
When the BZR-2000/240/23/21 or similar Router Setup Software is installed, this starts the software.

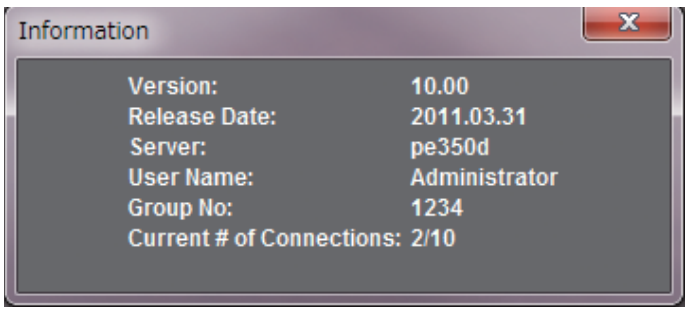
**⓫ Status bar**
When an error is detected by Device Monitor, the legend "see Device Monitor" appears here.
In this case, open the Device Monitor window, and check which device is producing the error.



## Checking the Version Information

To check the System Manager version information, in the Help menu of the Main Menu window, select Information.


The following window appears, showing the version information.



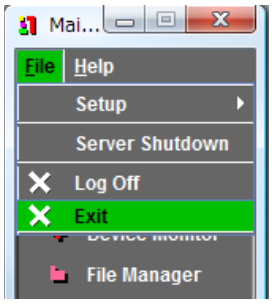

The information shown is as follows.
**Version:** System Manager version
**Release Date:** release date
**Server:** IP address of the server to which you are logged on
**User Name:** logged on user name
**Group No:** Group numbers that can be operated on by a client PC

**Current # of Connections:** Number of users logged on to the server

To close this window, click the button at the top right.

## Exiting System Manager

To exit System Manager, in the File menu of the Main Menu window, select Exit, or click the button at the top right.



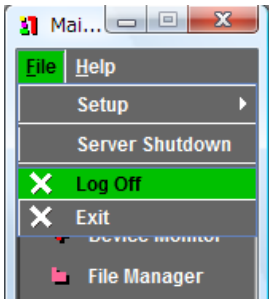

This closes the Main Menu window, and also all currently open windows and dialog boxes, then exits System Manager.

When you next start System Manager, and log on, the windows and dialog boxes which were open the previous time automatically appear in the same positions.

# Logging Off and On Again With a Different User Name

You can log off, then log on again with a different user name, without exiting System Manager.
Use the following procedure.

**1** In the File menu of the Main Menu window, select Log Off.




The Log On dialog box *(see page 14)* appears.

**2** Log on with a different name.

*For details of how to log on, see "Logging On" (page 14).*

# User Registration

## Overview

System Manager allows user registration. When you use registration, a logon operation is required.
Each user can be given Administrator permissions or Operator permissions. Users with Operator permissions can log on to System Manager and carry out file creation and other operations. However, they are restricted, for example from accessing files created by other users.
On the other hand, users with Administrator permissions (referred to as administrators) can carry out the following, in addition to the operations allowed to those with Operator permissions.

- Registering users
- Accessing any files created by other users

## Registering Users

This section describes the procedure for registering users and setting user permissions, which can only be carried out by an administrator.
To make the settings, use the following procedure.

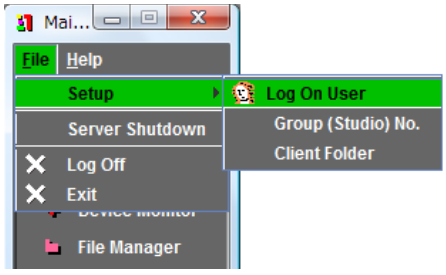
**Note**
If no Administrator password is set, begin from step 2 of the procedure.

**1** Log on as Administrator.

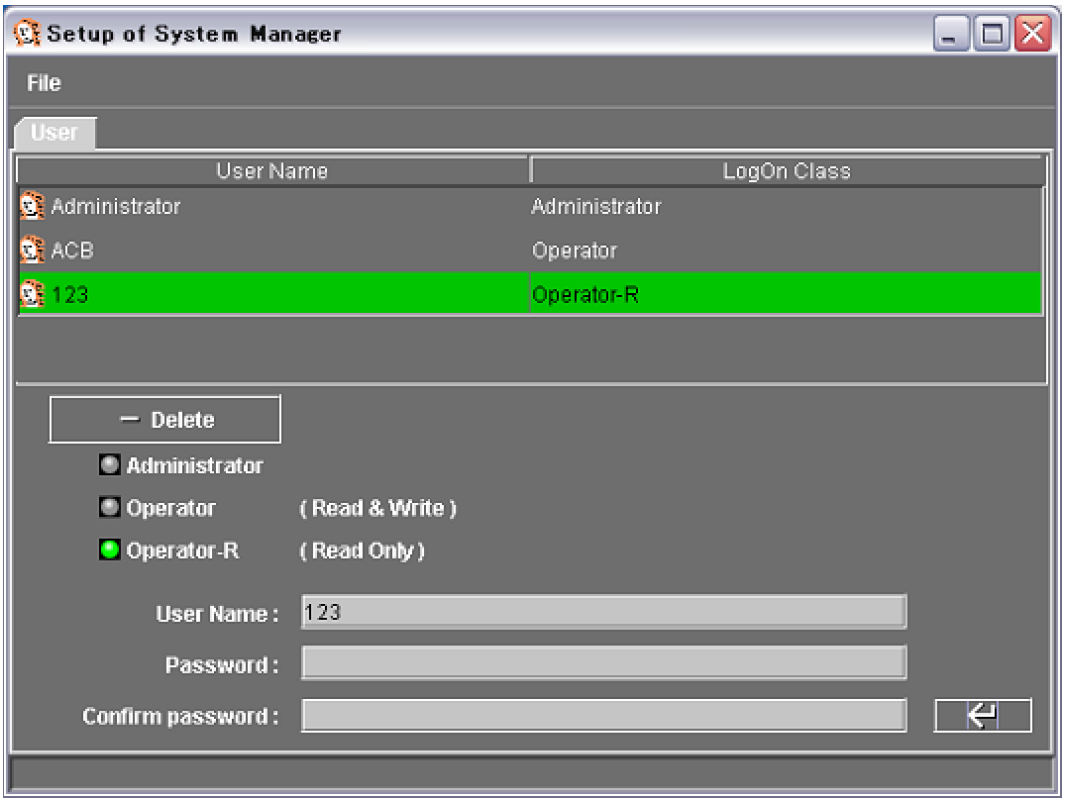
*For details of how to log on, see "Logging On" (page 14).*

When the automatic device scan ends, the System Manager Main Menu window appears.

**2** In the File menu of the Main Menu window, select Setup >Log On User.




The Setup of System Manager dialog box opens.




**3** Set the permissions.

- To set Administrator permissions, click the Administrator button, turning it on.
  The User Name box shows “Administrator.” Skip to step **5**.
- To set Operator permissions, click the Operator button, turning it on.
  If you specify Operator-R, this gives limited permissions, in which for example the File Manager Put button and the Main Menu Switcher Setup button are disabled.

**4** Enter the user name in the User Name box.

The user name consists of a maximum of 30 characters.

**5** Enter the password in the Password box.

The password consists of a maximum of 30 characters.

**6** In the Confirm password box, enter the same password you entered in step **5**.

**7** Click the button.

This confirms the settings and registers the user.

The registered user name appears in the User Name column at the top of the dialog box, and the user’s permissions appear in the LogOn Class column.

**If a password error message appears**
If there is a problem with the password setting, an error message appears. Follow the directions given in the next item, “Password error.”

**8** Repeat steps **3** to **7** for each of the users to be registered.

### Password error

If the passwords entered in the Password box and the Confirm password box do not match, the following message box appears.


Click the OK button or button at the top right to close the message box, and repeat steps **5** to **7**.

### To close the Setup of System Manager dialog box

Click on File within the dialog box, and from the drop-down menu select Exit. Alternatively, click the button at the top right.

## Deleting a User Registration

To delete a registered user name, use the following procedure.

**1** In the User Name list, select the user name you want to delete.

**2** Click the -Delete button.

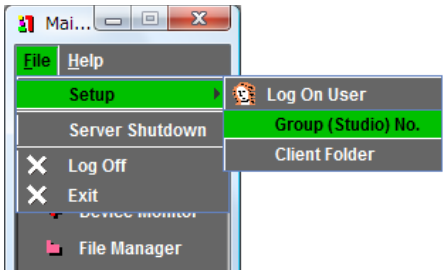
This deletes the user name, and cancels the registration.

# Restricting Accessible Group Numbers

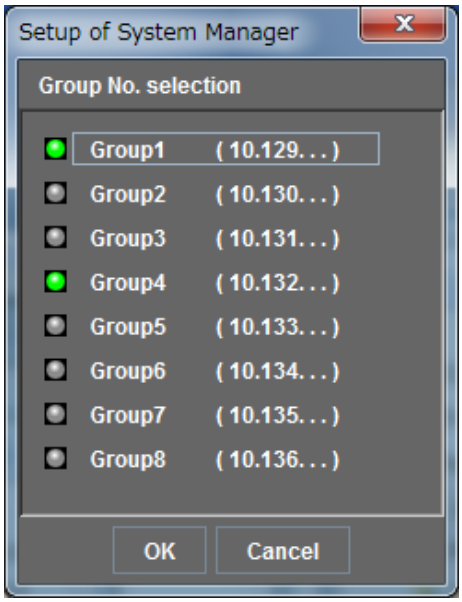
When administering more than one group on a server, you can restrict the groups to which a client computer has access.

**1** Log on as Administrator. *(See page 14.)*

**2** In the Main Menu File menu, select Setup >Group (Studio) No..




The following dialog box opens.




**3** Click the button for the group to which you want to give access, selecting it. You can select more than one group or all groups.

# Chapter 3 Device Monitor

## Overview

Device Monitor provides the following functions for devices connected to the network.

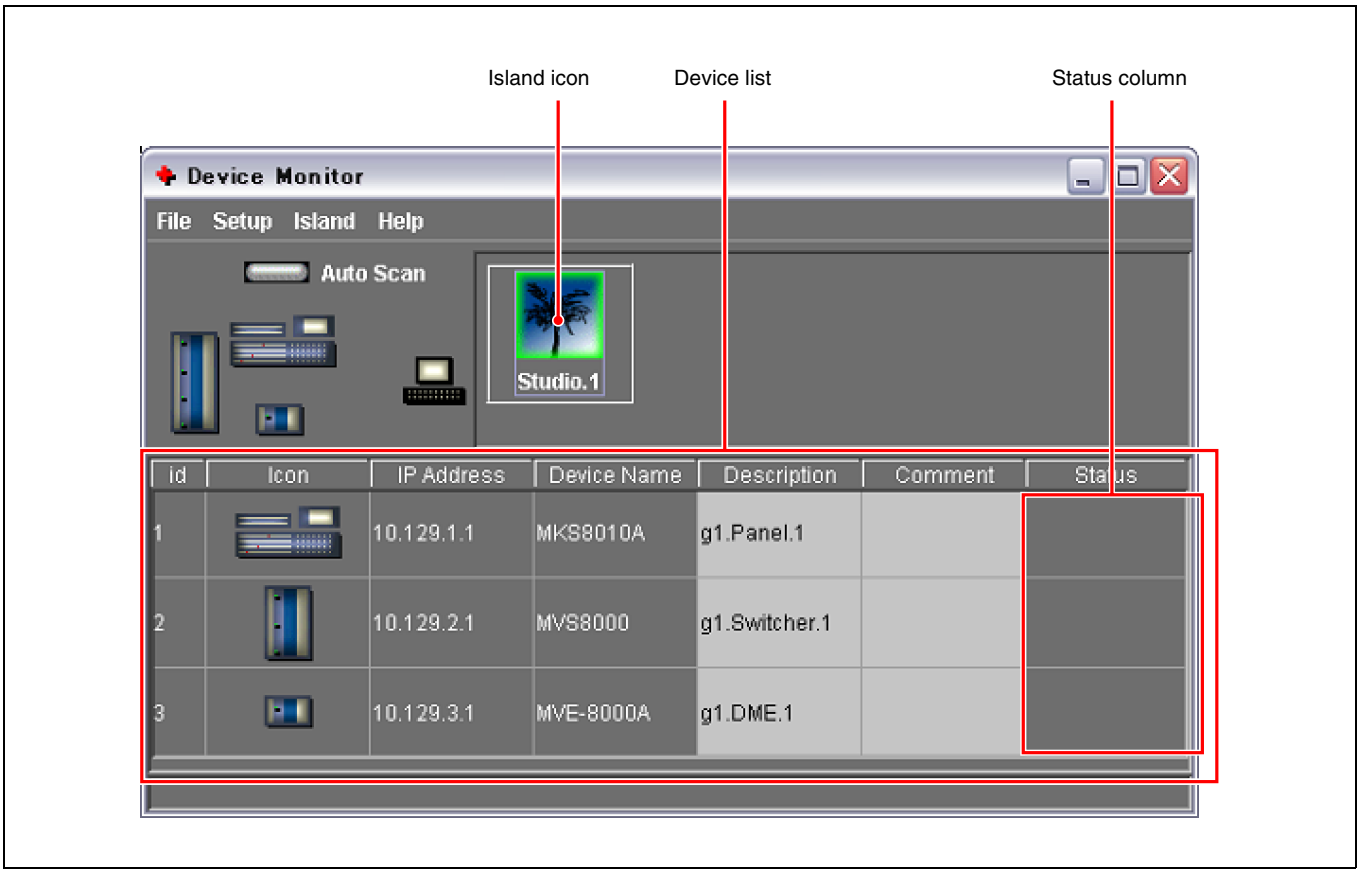
- Displaying the results of an automatic scan after logon
- Checking whether devices connected to the Data LAN (Control Panel, Switcher, DME, PFV-SP, FM Data Port) can be detected
- Registering IP addresses of added devices
- Dividing devices into groups referred to as “islands,” for handling together

## Starting Device Monitor

To start Device Monitor, in the System Manager Main Menu window, select Device Monitor.


Device Monitor starts, and the following Device Monitor window appears.

## Example of standard device configuration display

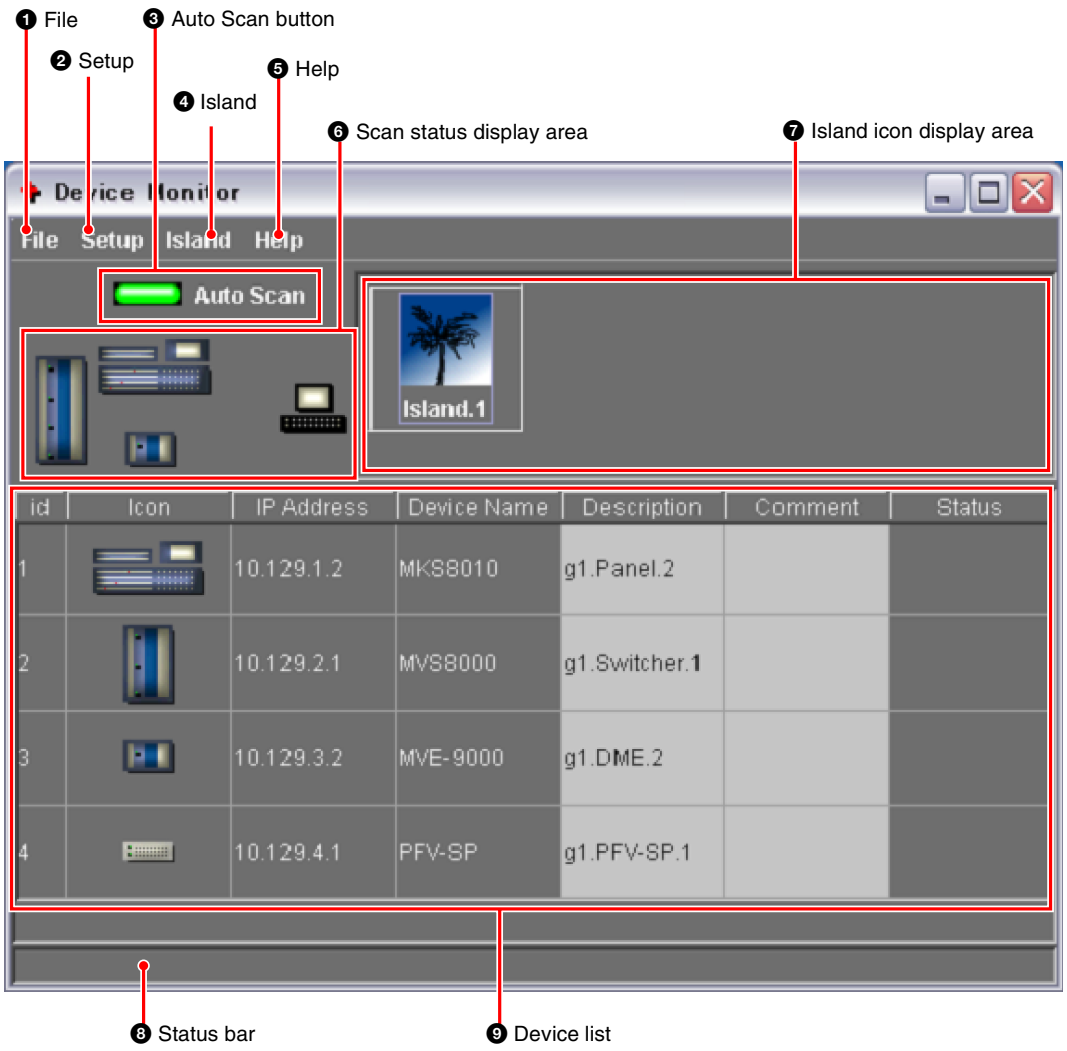



In the example shown above, one of each of a center control panel, switcher processor, and DME processor are present on the network (this combination is termed a “standard configuration”), and these belong to a group called “Studio.1.”

### Checking for devices outside the standard configuration

When you first log on, even if devices outside the standard configuration are present on the network, they are not found by Auto Scan. To check for devices outside the standard configuration, carry out Discovery *(see page 27)*.

# Names and Functions of Parts of the Device Monitor Window




### ❶ File

Click this to display the File menu. File menu includes the following commands.

**Scan:** Detects devices whose IP address has been registered. *(See page 29.)*

**Discovery:** Detects devices whose IP address has not yet been registered. *(See page 27.)*

**Save Descriptions:** Saves the results of changing entries in the Description and Comment columns of the device list. *(See page 30.)*

**Close:** Closes the Device Monitor window.

### ❷ Setup

Click this to display the Setup menu. The Setup menu includes the following commands.

**IP Address:** Opens the Setup - IP Address dialog box for registering a device IP address. *(See page 31.)*

**Trap Address:** Registers the SNMP Manager IP address when notifying detected errors to SNMP Manager. *(See page 40.)*

**Error notice ON:** When an error is detected, notifies this fact. Select this when operating with the Device Monitor window closed.

**Error notice OFF:** Even if an error is detected, does not notify. If the Device Monitor window is open, and no dialog box notification is required, select this.

### ❸ Auto Scan button

Click this, turning it on, to start periodic device monitoring. *(See page 37.)*

**❹ Island**
Click this to display the Island menu. The Island menu includes the following commands.
**Add:** Creates a new island.
**Delete:** Deletes the selected island.
**On:** Shows island icons.
**Off:** Does not show island icons.

*For details of islands, see "Creating Islands" (page 33).*

**❺ Help**
**User's Guide:** Displays Chapter 3 of this User's Guide (PDF).

**❻ Scan status display area**
This shows an icon for System Manager on the right, and device icons on the left. During a scan, pink broken lines emanate from the System Manager icon, indicating the progress of the scan.

**❼ Island icon display area**
When selected as On in the Island menu, island icons appear here.

**❽ Status bar**
This shows the scan or discovery status.

**❾ Device list**
This shows information about the configured devices for each island.
**Icon column:** Shows device icons. Click one of these icons to select a device to move to a different island, or to get or put setup data.
**IP Address column:** Shows the device IP address.
**Device Name column:** Shows the device name.
**Description column:** Shows the short name of the device. You can enter a maximum of 30 characters.
**Comment column:** You can enter a comment, up to a maximum of 30 characters.
**Status column:** Shows the scan or discovery results.

## Exiting Device Monitor

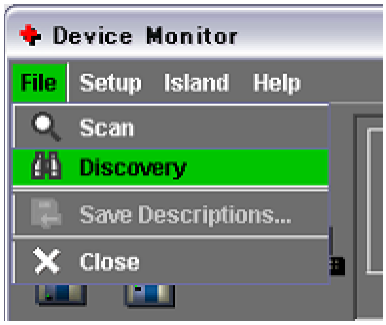
To exit Device Monitor, select Close in the Device Monitor window File menu, or click the ✕ button at the top right.

# Checking the IP Addresses of Unregistered Devices – Discovery

To allow devices newly connected to the network to be controlled by System Manager, it is first necessary for Device Monitor to be aware of the existence of these devices, and then to register the device IP addresses.

## To carry out a Discovery operation

In the Device Monitor window File menu, select Discovery.



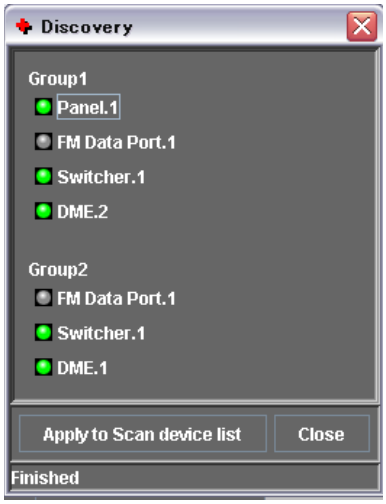

This starts the Discovery operation.
During the Discovery operation, the Device Monitor window status bar shows the message: “Now Discovering...”

### Discovery results

When the Discovery operation ends, the message “Device scan finished.” appears in the status bar, and any devices discovered appear in the list of devices.


### When using FM Data Port

“FM Data Port.1” appears as follows.




## Registering a discovered device IP address

Use the following procedure.

1. Deselect any devices for which you do not want to register an IP address.
2. Click the Apply to Scan device list button, to register the IP addresses of the selected devices. *(See "Registering a Device IP Address" (page 31).)*
3. Click the Close button.

   The window closes.

**Note**

The discovery operation applies to eight studios (eight groups). For each studio the maximum configuration that can be confirmed is as follows.

- **Control Panels: 4 units**
- **Switchers: 2 units**
- **DME: 4 units**
- **PFV-SP: 16 units (Up to 64 units in total for all groups)**
- **FM Data Port: 2 units**

# Checking Devices Whose IP Address Has Been Registered – Scan

With the Scan function, you can check whether all devices whose IP address has been registered are connected to the Data LAN, and can be detected.
Carry out a scan after adding or deleting devices on the network (IP address registration/deletion).

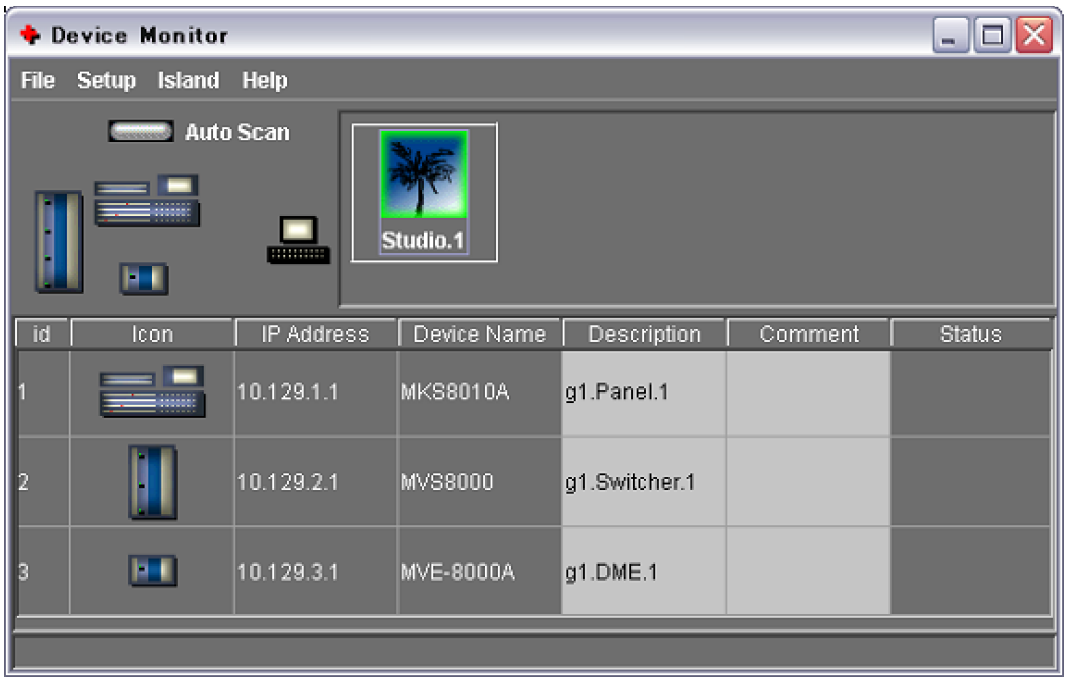
## Carrying out a scan

In the Device Monitor window File menu, select Scan.
This starts the scan.


During the scan, the Device Monitor window status bar shows the message: “Now Scanning...”

## Example of scan results display

When the scan ends, the message “Device scan finished.” appears in the status bar, and the scan results appear in the list of devices as follows.




For a device which was not found in this scan, the Status column in the device list shows “<- Not Found!”.

The following are possible reasons for the “<- Not Found!” message:
- The device is not currently connected to the network.
- The device is powered off.

## Changing the device name or comment and saving

Use the following procedure.

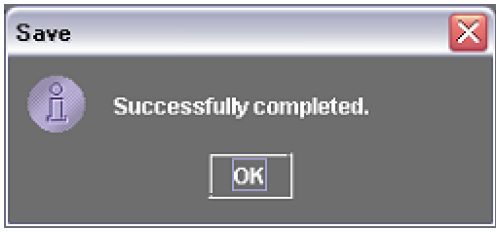
**1** In the device list, click the Description column or Comment column.

**2** Change the content or enter new content. (Maximum of 30 characters)

In the status bar, the message “Description, Comment or/and Island Info. was modified, please save it.” appears.

**3** In the File menu, select Save Descriptions... .


This saves the changes. When completed, the following message box appears.




**4** Click the OK button.

You can carry out the same operation on the Island setting described below.

*For more details, see “Saving island settings” (page 36).*

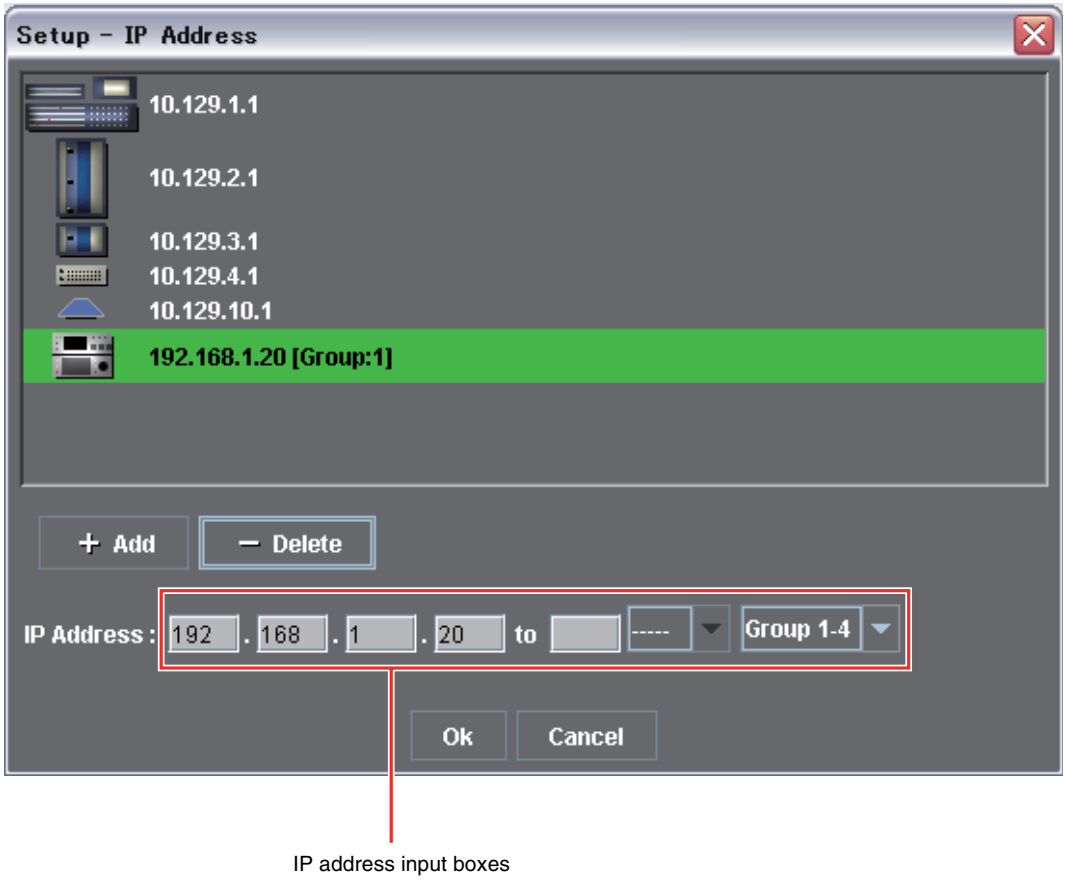
# Registering a Device IP Address

To register a device IP address, use the following procedure.

**1** In the Device Monitor window Setup menu, select IP Address.


The Setup - IP Address dialog box appears.

**2** In the IP address input boxes of the Setup - IP Address dialog box, enter the numeric values.



Use the box after “to” when you want to register a number of consecutive IP addresses in a single operation: enter the last value. For example, to register the three IP addresses 10.129.1.2, 10.129.1.3, and 10.129.1.4, enter “10.129.1.2 to 4”.

**3** Click the + ADD button.

This registers the entered IP address, which appears in the list at the top of the dialog box.

**4** Click the OK button.

This closes the dialog box, and completes registration.

### To delete an IP address that has been registered

Select the icon for the device to be deleted from the list, and click the -Delete button.

### To close the Setup - IP Address dialog box

Click the  button at the top right or the Cancel button.

# Creating Islands

## Basic Procedure for Creating an Island

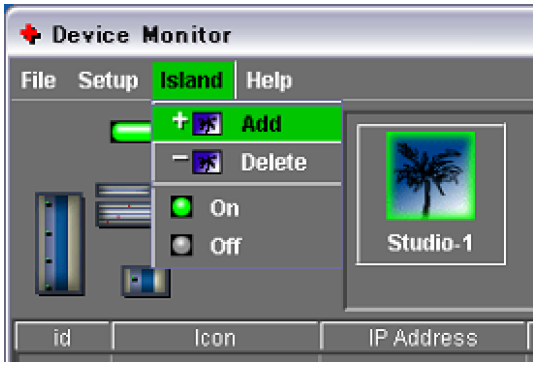
### What is an island?

When there are many devices on the network, it is convenient to divide them into groups, referred to as “islands.”
One studio is referred to as a “group,” and divisions within the group are called “islands.”
For example, if the devices used in three studios are each divided into islands A, B, and C, then the setup data for all devices in island A can be transferred to island B or C in a single operation.
This immediately allows the devices belonging to island B or C to be used with the same setup as the devices of island A. (This is, however, restricted to the case in which both studios have the same configuration.)
Also, when an island is no longer required, the island itself can be deleted, thus at a stroke removing all devices belonging to the island from System Manager registration.

### Creating a new island, and moving a device

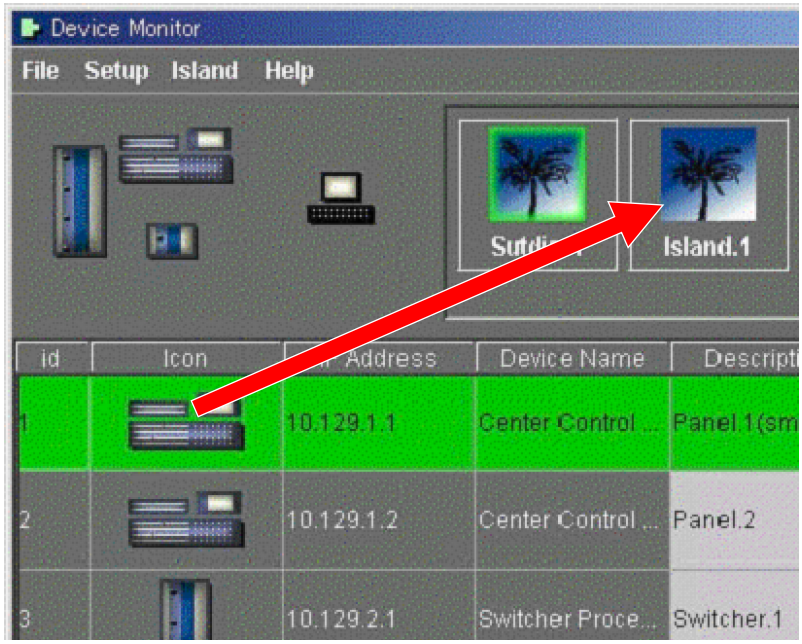
In the Device Monitor window, use the following procedure.

**1** In the Island menu, select Add.

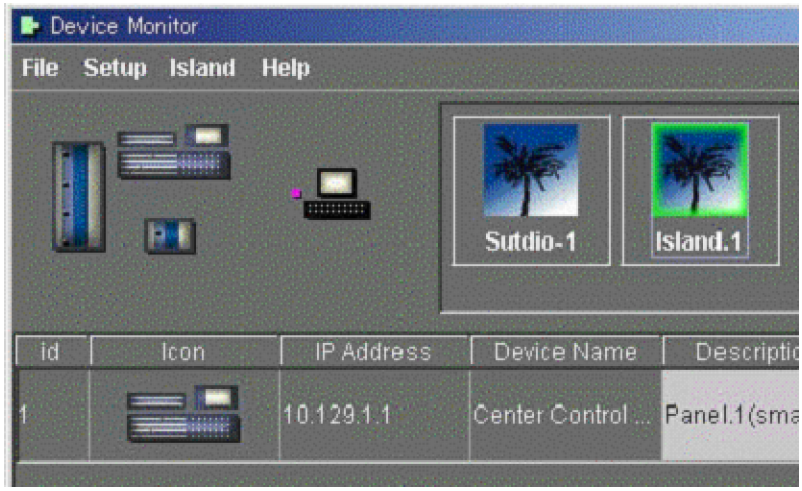



This creates a new island called “Island.1,” and its icon appears in the group display area.


**2** Select a device to insert in this newly created island (click a device icon shown in the Icon column of the device list), and drag it to the icon of the new island.




The selected device is removed from the original island (in this example, the default island “Studio-1”), and moved to the new island.




## Operations on Islands

### Changing islands

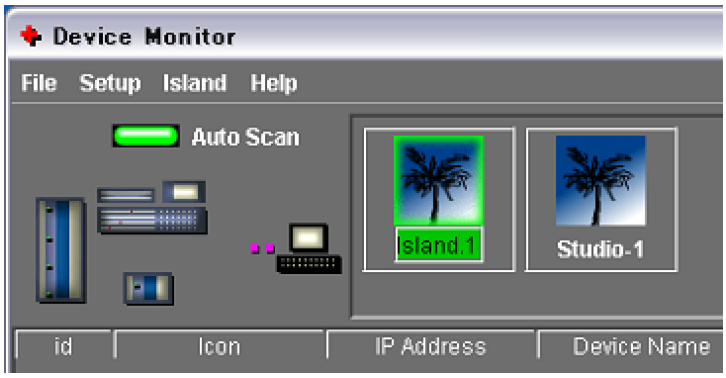
The device list in the Device Monitor window shows only the devices belonging to the currently selected island.
To display devices belonging to another island, click on the icon for that island, to select it. A green frame appears around the selected island icon.

### Renaming an island

You can change the name of an island to any name of up to 30 characters.
To rename an island, in the Device Monitor window, use the following procedure.

**1** Double-click on the icon for the island you want to rename (e.g. “Island.1”).

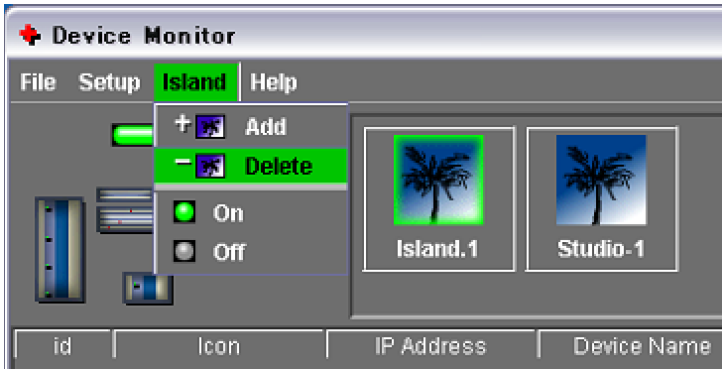
A frame appears around the island name on the icon, allowing you to edit it.




**2** Enter the name from the keyboard, and press the Enter key.

### Deleting an island

You can delete an island that is no longer required.
Click on the icon for the island you want to delete to select it, then in the Island menu select Delete.

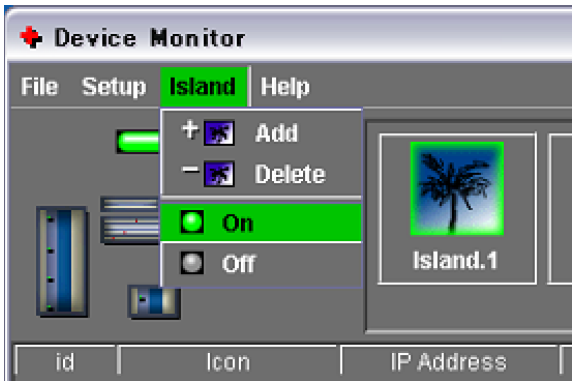



The following message box appears.


To delete, click the OK button, and to cancel the deletion, click the CANCEL button.

## Selecting whether or not to display an island icon

To display the island icon, in the Island menu select On, and not to display it, select Off.




## Saving island settings

To save island settings, in the File menu select Save Descriptions... .

*For details of the procedure for saving, see “Changing the device name or comment and saving” (page 30).*

# Using the Device Monitoring Function to Check Device Status

Using the status monitoring function, devices are accessed at regular intervals, and the power supply, cooling fans, reference signals, and so on, are checked for faults.
You can also easily check the firmware version of each device.

## Setting the Automatic Scan Mode

In the Device Monitor window, click the Auto Scan button, turning it on, to enable regular checks of device status.
The state of the Auto Scan button is remembered on the server. If, for example, the server is shut down and started up with the button in the lit state, the automatic monitoring function resumes.


### When a device error is detected

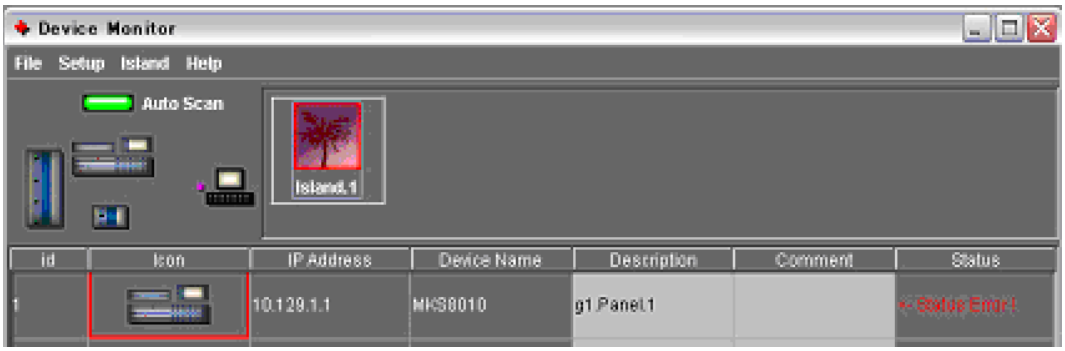
#### In the Main Menu window

The message “see Device Monitor” appears in the status bar.
This allows you to be aware of the problem even when the Device Monitor window is not open.


#### In the Device Monitor window

A red border appears in the Icon column for the device on which the error was detected.

The Status area shows the message “Status Error!”.
Since a red border also appears on the island icon, you can immediately tell which island the error occurred on.

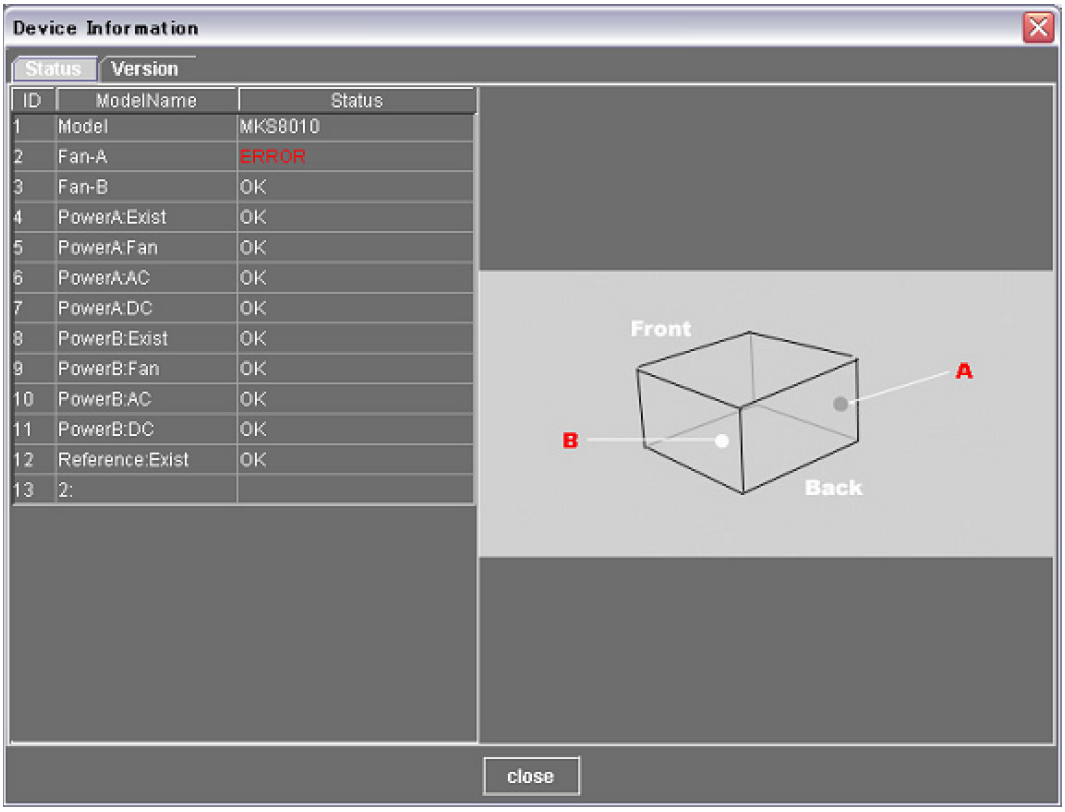



### To disable error notification

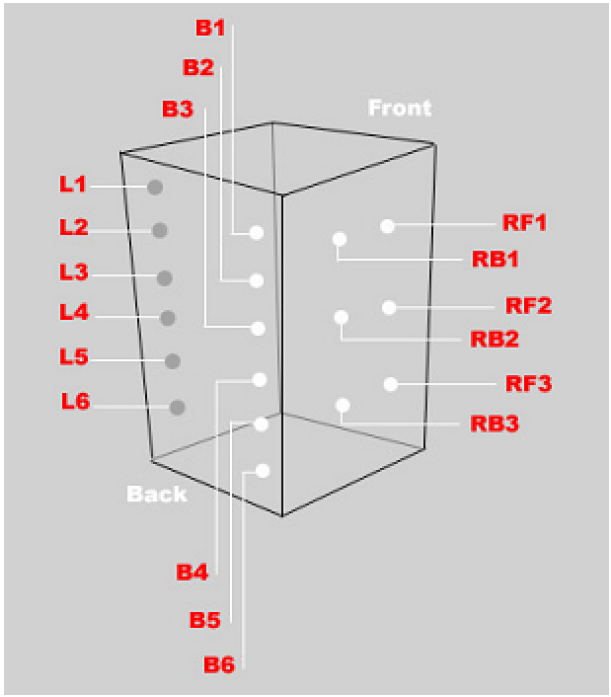
In the Setup menu, select Error notice OFF.


## Displaying Device Status

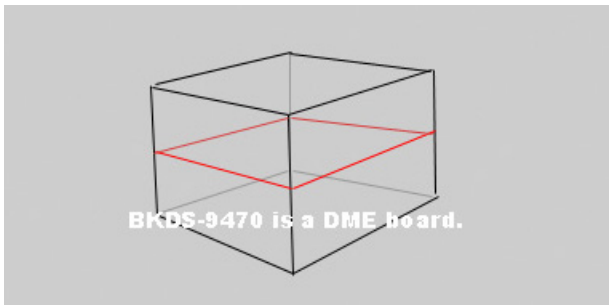
Double-click on the Icon for the device on which the error was detected, to open the Device Information window.
For example, in the following example, the illustration on the right shows the location of the fan.




On the MVS-8000, which has a number of cooling fans, an illustration appears, showing the location of the fan, as follows.

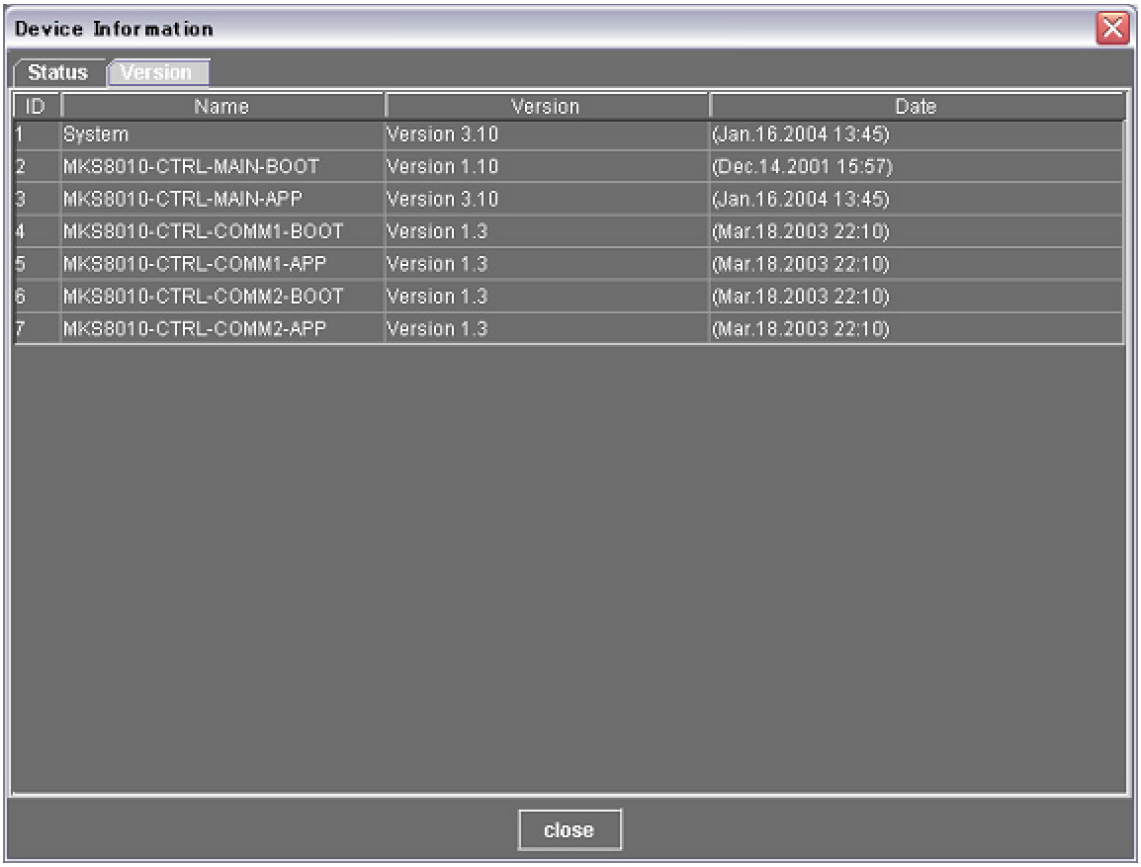



Since the BKDS-9470 or the MKS-6470 is a single board, the illustration looks as follows.




## Displaying Device Firmware Version Information

In the Device Information window, click the Version tab at the top left, to show the firmware version number for each device.

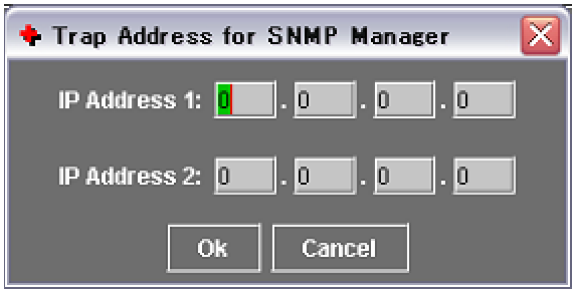



## Setting the Trap Address

To notify errors to an SNMP Manager such as MMStation, you can set up to two IP addresses.
If you set two addresses, one is used as the IP address for a backup SNMP Manager. To disable error notification, set the address to zero.

### To set a Trap address

In the Setup menu, select Trap Address, to display the address setting dialog box.


Trap Address for SNMP Manager
IP Address 1:
0 . 0 . 0 . 0
IP Address 2:
0 . 0 . 0 . 0
Ok
Cancel

# Chapter 4 File Manager

## Overview

File Manager provides basic System Manager functions. With it you can manage setting data files for devices on the network. Between a device connected to the Data LAN and a client computer, you can handle files through the server, and also make backups of files.

**Notes**

System Manager does not support the following files.

- Files for sub in multi program 2 mode
- Macro timeline files
- Menu macro files

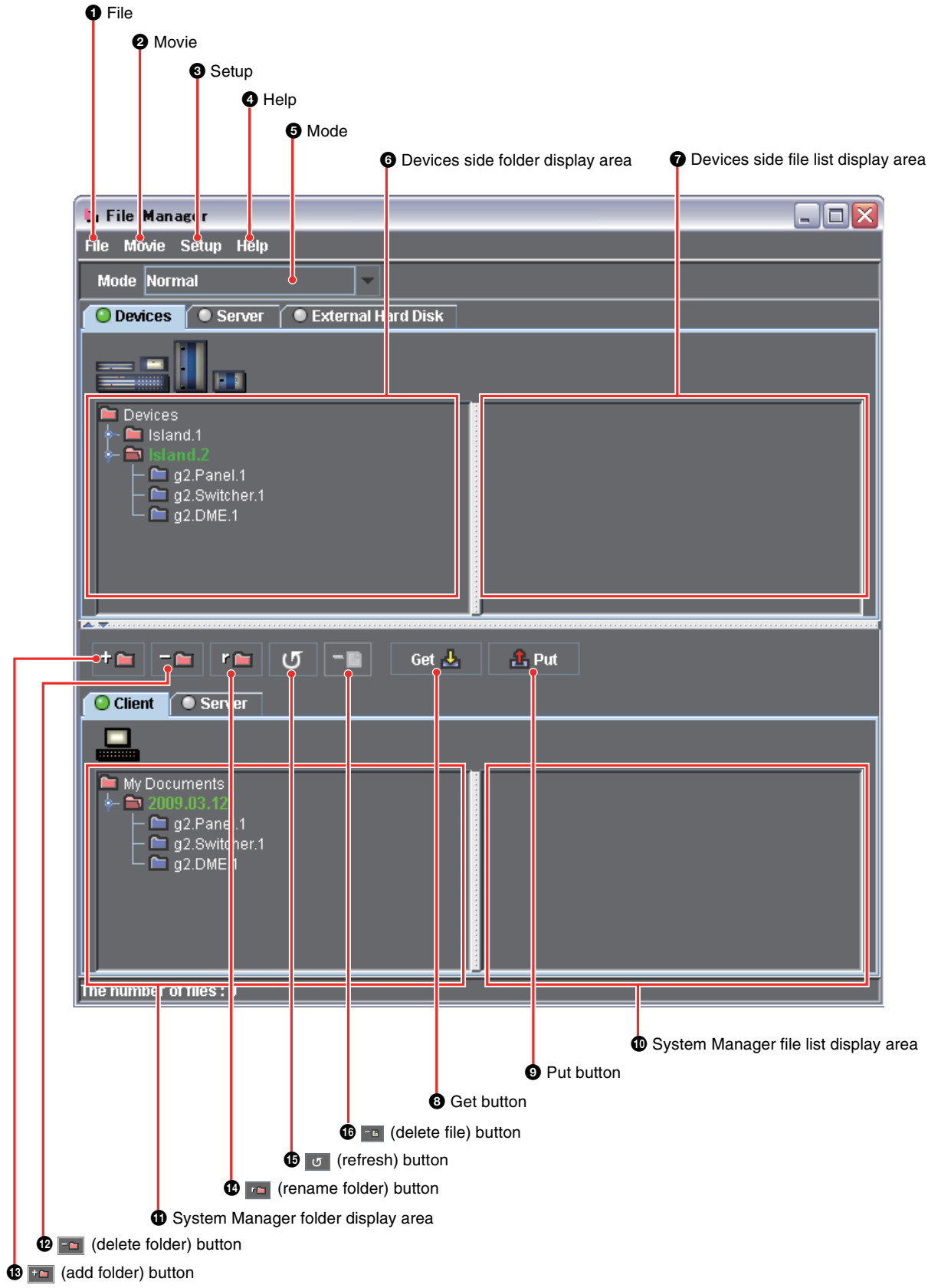
## Starting File Manager

To start File Manager, in the System Manager Main Menu window, select File Manager.


File Manager starts, and the File Manager window appears.

*For more details of the File Manager window, see "Names and Functions of Parts of the File Manager Window" (page 43).*

# Names and Functions of Parts of the File Manager Window



**❶ File**

Click this to display the File menu. The File menu includes the following commands.

**Refresh:** When a folder is already selected, this command refreshes the contents of the folder as displayed.

**Make Folder:** After selecting a folder on either server or client, use this command to create a new folder as a subfolder.
This command can also be used to create a subfolder of a Devices side folder (for example, Switcher.1).

**Rename:** After selecting a folder on either server or client, use this command to change the name of the folder.
This command can also be used to change the name of a subfolder of a Devices side folder (for example, Switcher.1).

**Delete:** On a device, you can delete only switcher frame memory, but on a server or client, you can delete any folder or file.
This command can also be used to delete a subfolder of a Devices side folder (for example, Switcher.1).

**Close File Manager:** Exits File Manager.

**❷ Movie**

Click this to import a movie file in QuickTime or AVI format *(see page 74)*.

**❸ Setup**

Click this to display the following menu.

**Client Folder:** Selects the folder to be shown on the Client side when File Manager is opened.

**FM Data Port:** Selects the FM Data Port as the file transferring port between the switcher and this system.

**❹ Help**

**User's Guide:** Displays Chapter 4 of this User's Guide (PDF).

**❺ Mode**

Click the drop-down list to display the Mode menu. The Mode menu includes the following commands.

**Normal:** Shows files other than image files as a list of file names.

**List:** Shows image files as a list of file names.

**Thumbnails:** Shows thumbnails of image files.

**❻ Devices side folder display area**

Shows the data folders for the connected devices as a tree. You can also select folders here.

**❼ Devices side file list display area**

Shows the files in the folder selected in the Devices side folder display area. You can also select files here.

**❽ Get button**

Use this to transfer device setting data files to System Manager (the server).

**❾ Put button**

Use this to transfer device setting data files stored in System Manager to a device.

**❿ System Manager file list display area**

Shows the files in the folder selected in the System Manager folder display area. You can also select files here.

**⓫ System Manager folder display area**

Shows the folders on the System Manager hard disk, as a tree. You can also select folders here.

**⓬ (delete folder) button**

Deletes the selected folder in the System Manager folder display area, or the selected file in the Client file list display area.
It is also possible to delete a selected folder in the Devices side folder display area.

**⓭ (add folder) button**

Creates a new folder on the System Manager hard disk. It is also possible to add a new folder in the Devices side folder display area.

**⓮ (rename folder) button**

Changes the name of a selected folder in the System Manager folder display area. It is also possible to change the name of a selected folder in the Devices side folder display area.

**⓯ (refresh) button**

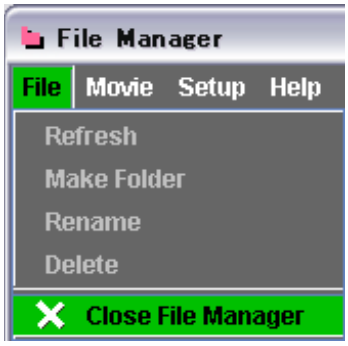
When a folder is selected, this button refreshes the contents of the folder as displayed.

**⓰ (delete file) button**

Deletes a selected file in the System Manager file display area.
It is also possible to delete a selected file in the Devices side file display area.

## Exiting File Manager

To exit File Manager, in the File menu select Close File Manager, or click the button at the top right.


File Manager
File
Movie
Setup
Help
Refresh
Make Folder
Rename
Delete
Close File Manager

# Creating/Renaming/Deleting Devices Side Folders

**Notes**

- For a frame memory two-board configuration, a create/rename/delete operation in the folder for either board causes a simultaneous create/rename/delete in the other folder. (In this case "folder" refers to folders under the board.1 and board.2 folders.)
- If board.1 or board.2 is renamed, this is no longer recognized as a two-board configuration.

## Creating Devices Side Folders

This section describes the procedure for creating a new subfolder of the Switcher.1 folder.

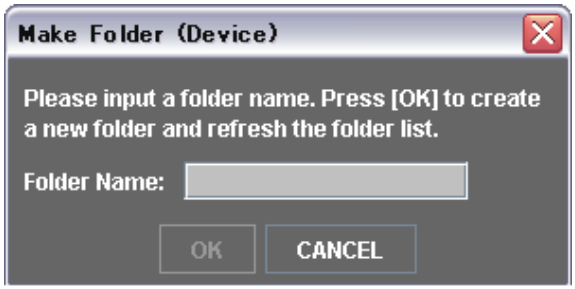
**1** In the Devices side folder display area, select the folder “Switcher.1.”

**2** In the File menu, select Refresh.

The refreshed contents of the selected folder appear.

**3** In the File menu, select Make Folder, or click the (add folder) button.

The following window appears.




**4** Enter the folder name of up to 8 characters.

**Notes**

- The following names cannot be used:
  FLASH1, FLASH2, PWON_LD, CON, PRN, AUX, CLOCK$, NUL, COM0, COM1, COM2, COM3, COM4, COM5, COM6, COM7, COM8, COM9, LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9, Default
- The unsupported characters (for example, “.” and “;”) can not be entered.
- An attempt to enter the name already existing on the switcher or File Manager is recognized as an error. Reenter a new name.

**5** Click the OK button.

The new folder is created.

## Renaming Devices Side Folders

This section describes the procedure for changing the name of a subfolder of the Switcher.1 folder.

1 In the Devices side folder display area, select the folder “Switcher.1.”

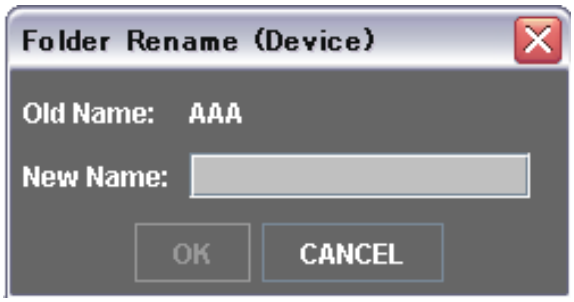
2 In the File menu, select Refresh.

The refreshed contents of the selected folder appear.

3 Select the folder (excluding the Default folder) to be renamed.

4 In the File menu, select Rename, or click the (rename folder) button.

The following window appears.




5 Enter the folder name of up to 8 characters.

**Notes**

- The following names cannot be used:
  FLASH1, FLASH2, PWON_LD, CON, PRN, AUX, CLOCK$, NUL, COM0, COM1, COM2, COM3, COM4, COM5, COM6, COM7, COM8, COM9, LPT0, LPT1, LPT2, LPT3, LPT4, LPT5, LPT6, LPT7, LPT8, LPT9, Default
- The unsupported characters (for example, “.” and “;”) can not be entered.
- An attempt to enter the name already existing on the switcher or File Manager is recognized as an error. Reenter a new name.

6 Click the OK button.

The folder name is changed.

## Deleting Devices Side Folders

This section describes the procedure for deleting a subfolder of the Switcher.1 folder.

1 In the Devices side folder display area, select the folder “Switcher.1.”

2 In the File menu, select Refresh.

The refreshed contents of the selected folder appear.

3 Select the folder (excluding the Default folder) to be deleted.

4 In the File menu, select Delete, or click the (delete folder) button.

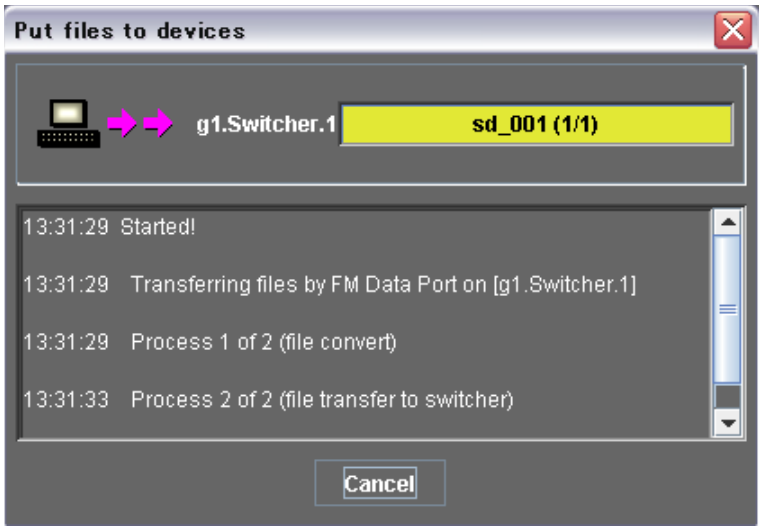
The confirmation message box appears.

5 Click the OK button.

The selected folder is deleted.

# Using the FM Data Port for Transferring Files

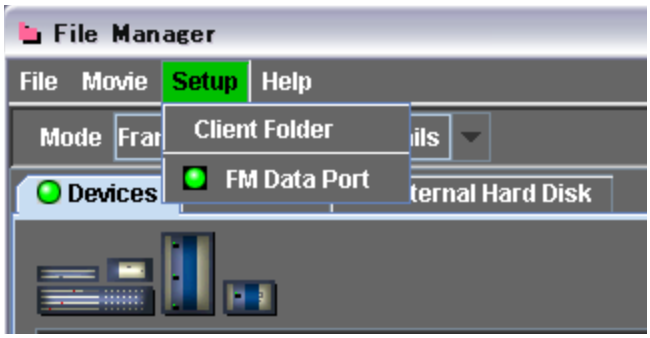
By using the FM Data Port for the Get/Put operation in the File Manager window, file data can be transferred in a short time.
Whether files are transferred via FM Data Port or not can be checked on the Get files from devices or Put files to devices window.




**Note**
To use the FM Data Port, it is necessary to connect the Data LAN to the FM Data Port connector on the frame memory board.

## Enabling FM Data Port

Click the checkbox of FM Data Port in the Setup menu to be selected. (By default, it is selected.)




The FM Data Port is enabled.
See the next item and register the FM Data Port in the Device Monitor window.

## Registering the IP address of the FM Data Port

To allow a device to be controlled by System Manager, it is first necessary for Device Monitor to be aware of the existence of the device, and then to register the device IP address. Use either of the following operations to register the address.

### Carrying out Discovery

*See "Checking the IP Addresses of Unregistered Devices – Discovery" (page 27), and register the IP address.*

### Manually entering the IP address

*See "Registering a Device IP Address" (page 31), and register the IP address.*

After the registration is completed you should execute Scan or Auto Scan once.

*See "Checking Devices Whose IP Address Has Been Registered – Scan" (page 29) or "Using the Device Monitoring Function to Check Device Status" (page 37).*

**Note**

It is not possible for System Manager and the switcher to use the FM Data Port at the same time.

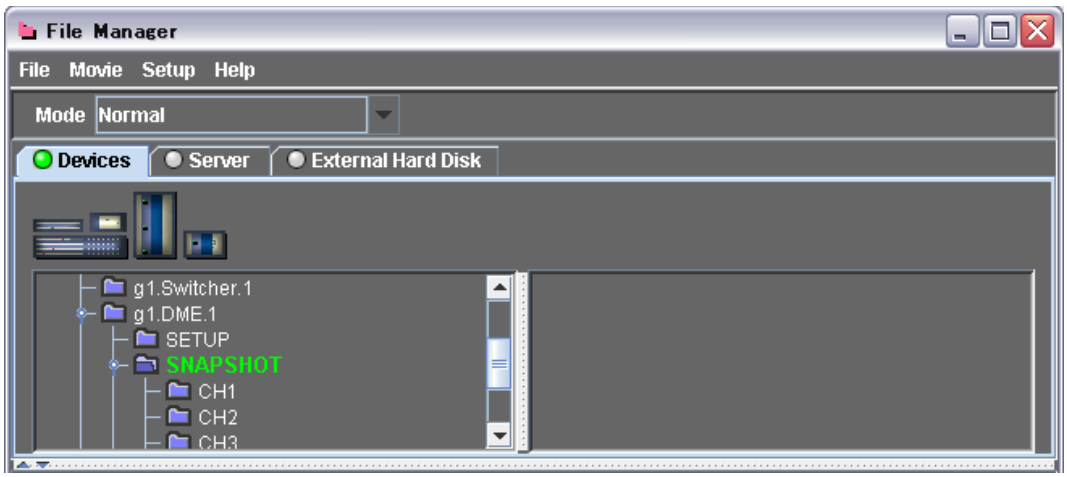
# Getting Device Setting Data Files – Get

## Getting Device Data Files

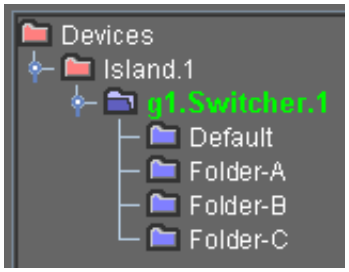
This section describes the procedure for transferring device setting data files to be saved on the System Manager server or client hard disk.

**1** In the Devices side folder display area, select the folder holding the file or files you want to transfer.

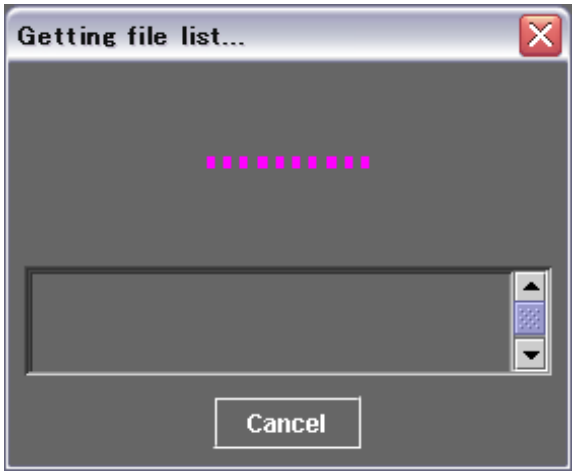
This example assumes the folder CH1 holding DME channel 1 snapshot data files is selected.



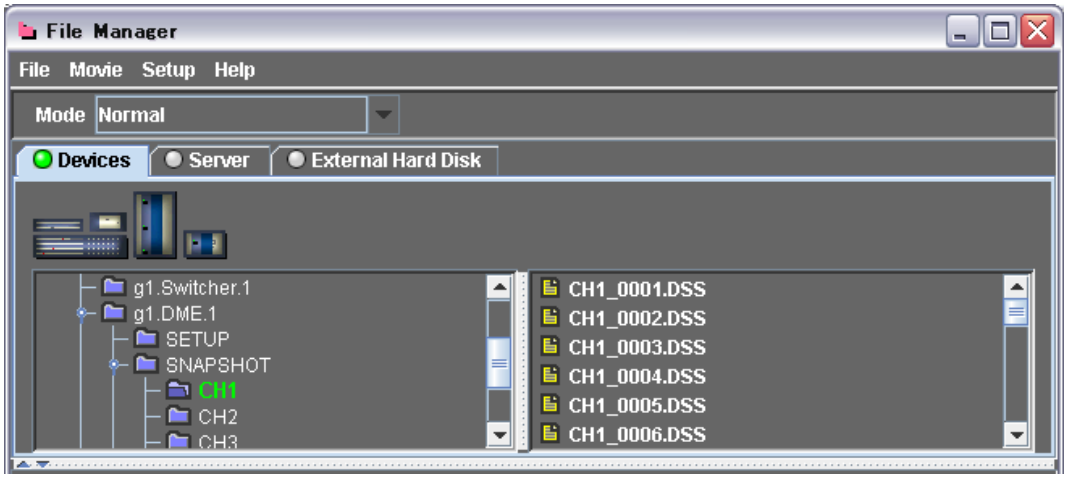

When there are folders in the switcher frame memory, they appear as follows.




Double-click the folder to begin reading the file list, and display the following window.




To cancel reading, click the Cancel button.
When the file list has been read in, the Devices side file list display area shows a list of files in the folder.




**2** In the Server folder display area, select the Administrator folder or user folder into which you want to transfer the files.

The user folder has the same name as the registered user name. As an example, here the user folder “COMMON” is selected.

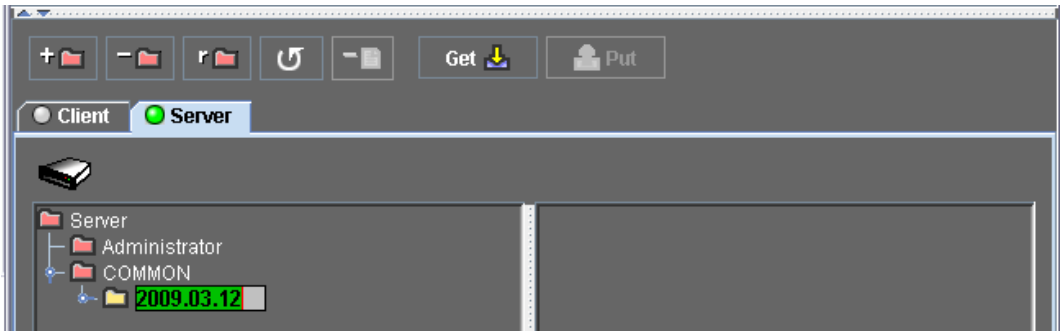
**Notes**

- Only an Administrator (registered user with Administrator permissions) can select the Administrator folder. The Administrator can select any folder.
- Registered users with Operator permissions can select their own user folder or the COMMON folder.

**3** Click the button.

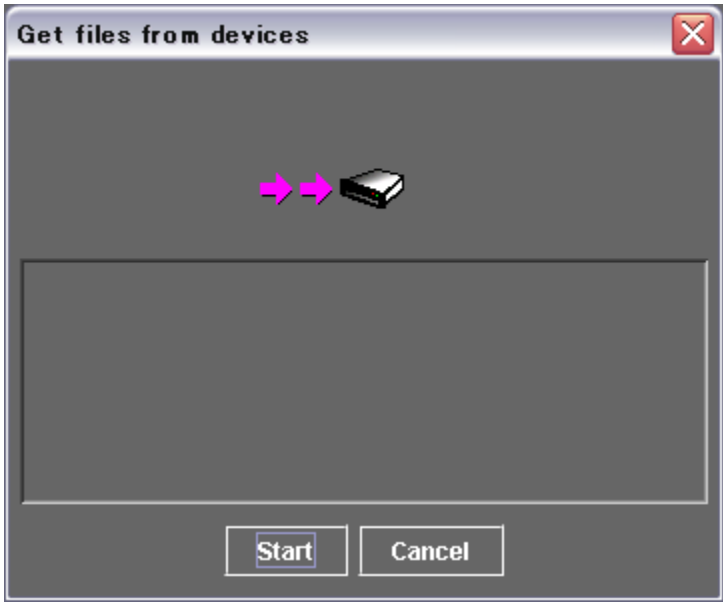
(Here you can also click the Get button. In this case, for details of the subsequent procedure, see *“If you clicked the Get button in place of the button in step **3** above” (page 54).)*

A destination folder is created with the current date as the name. You can change this to any name up to a maximum of 30 characters. To confirm the name, press the keyboard Enter key.



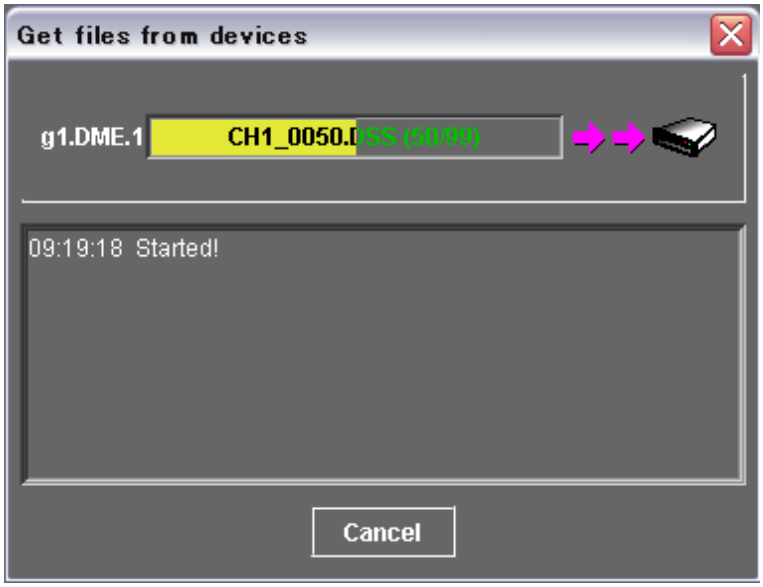

**4** Click the Get button.

The Get files from devices window appears to confirm the transfer.



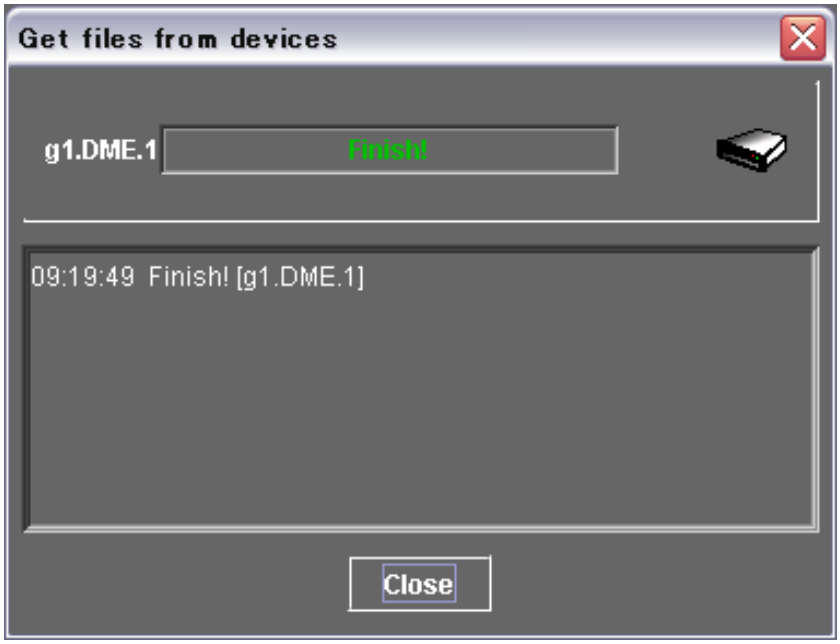

**5** To carry out the transfer, click the Start button.
To cancel get the transfer, click the Cancel button.

If you click the Start button the transfer starts, and the Get files from devices window changes as follows.



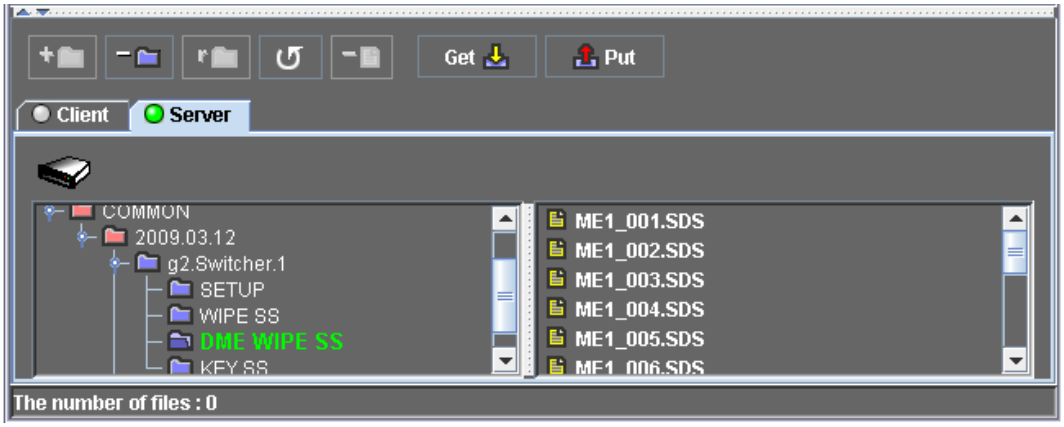

**To cancel once the transfer has started**
Click the Cancel button.

When the transfer is completed, the following window appears.




**6** Click the Close button.

After the transfer is completed, the display in the Server side of the File Manager window is as follows.




**If you clicked the Get button in place of the button in step 3 above**

Following on from step **3**, use the following procedure.

**1** In the Get files from devices window, click the Start button.

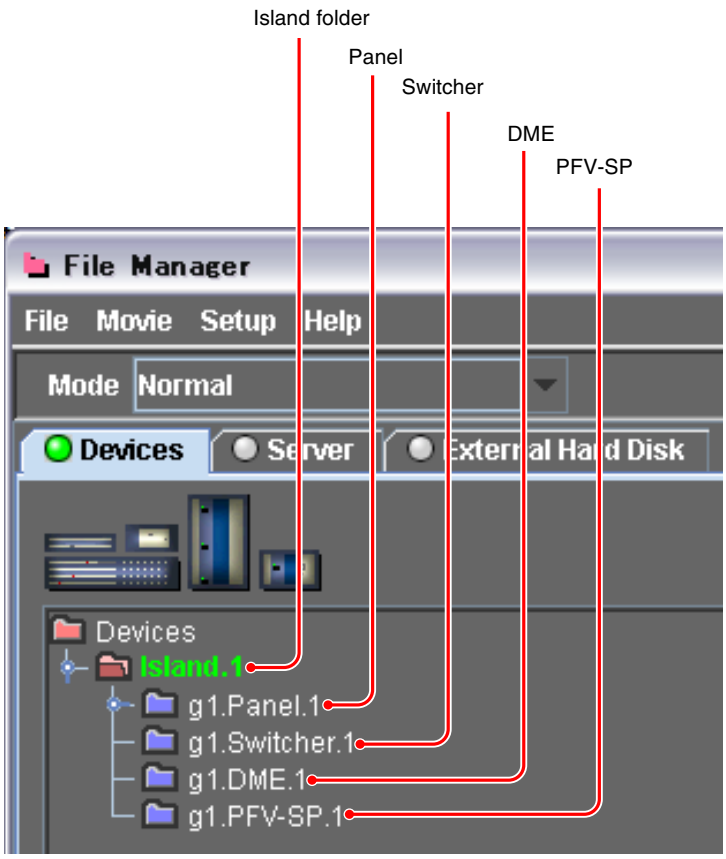
The following message box appears.


**2** Click the OK button.

A destination folder is created with the current date as the name, and the transfer is carried out.

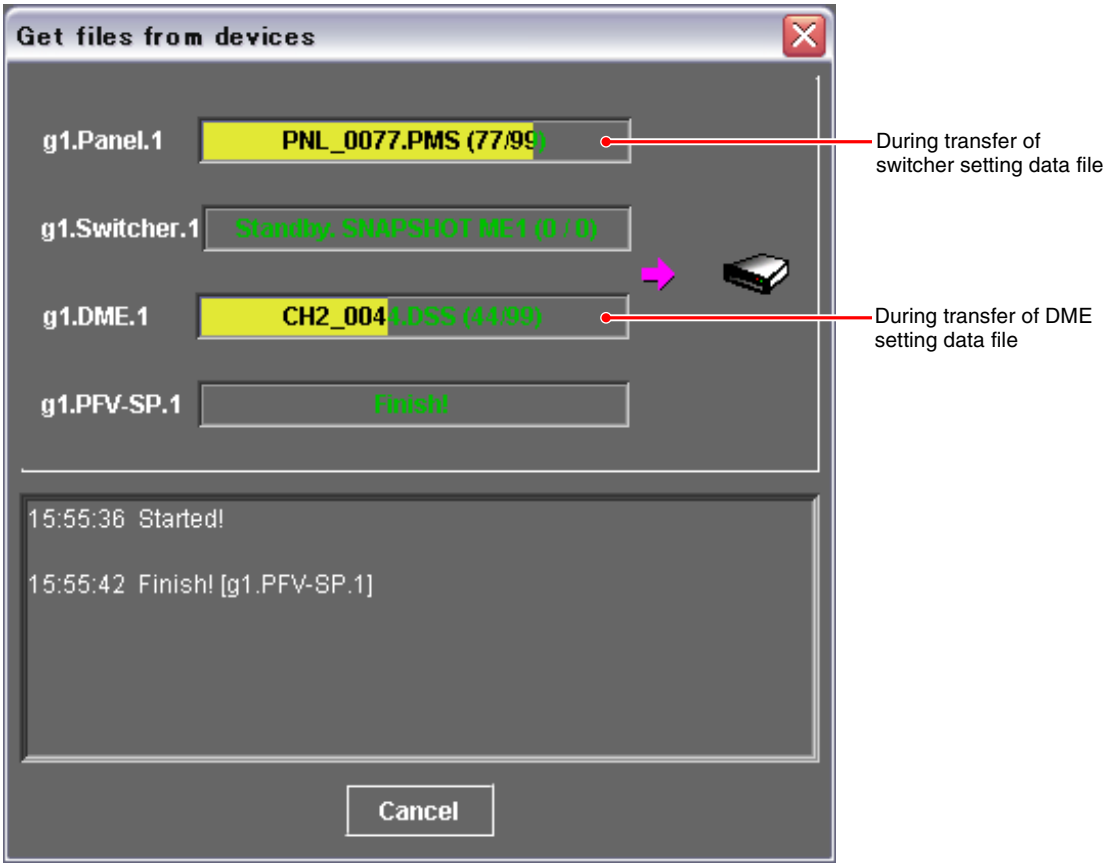
## Getting All Data Files for an Island

By selecting the folder for an island, you can transfer the setting data files for all devices belonging to that island, up to a maximum of 26 (two switchers + four DME units + four control panels + 16 PFV-SP units).




**Carrying out a transfer selecting multiple folders**

The Get file from devices window shows the status of the transfer for each device separately.






**Note**

If you select an island then carry out a get transfer, the data files for all four devices are transferred.

### Time required for a file transfer

To transfer all data files excluding switcher frame memory takes approximately 7 minutes, and to transfer all DME data files takes approximately 5 minutes. When both the switcher and DME are selected, the processing finishes in the longer of the two times.

### To cancel once the transfer has started

Click the Cancel button.

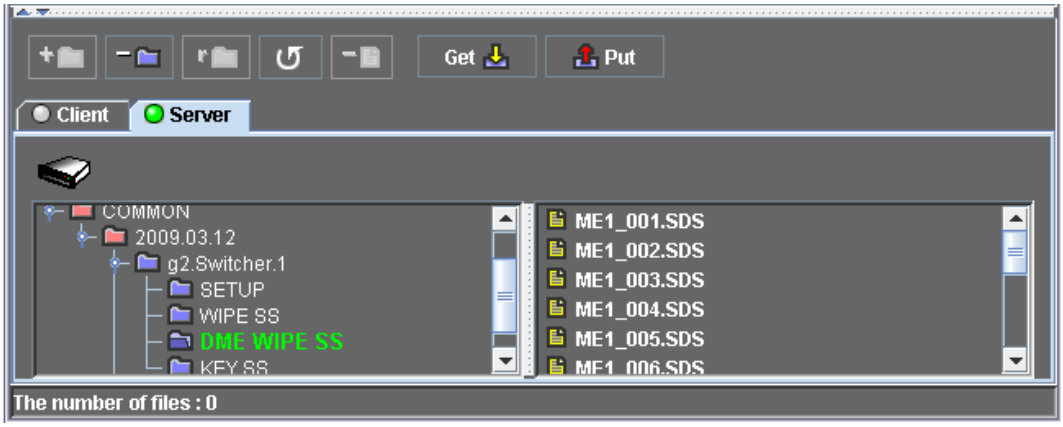
## Deleting a Folder or File Transferred by a Get Operation

After a get operation, you can delete a folder or file that is no longer required.

### Deleting a folder

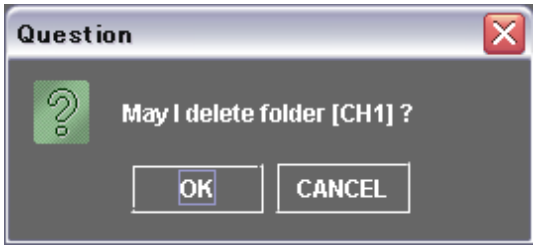
Use the following procedure.

1 In the System Manager folder display area, select the folder to be deleted.




**2** Click the button.

The following confirmation message box appears.




**3** To carry out the deletion, click the OK button, and to cancel, click the CANCEL button.

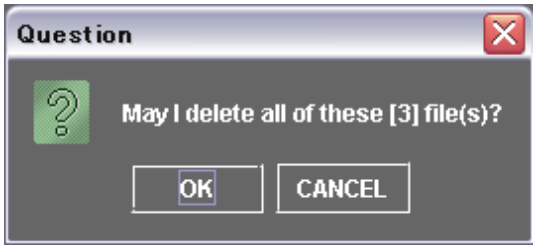
## Deleting a file

Use the following procedure.

**1** In the file list display area, select the file to be deleted.

**2** Press the keyboard Delete key.

The following confirmation message box appears.



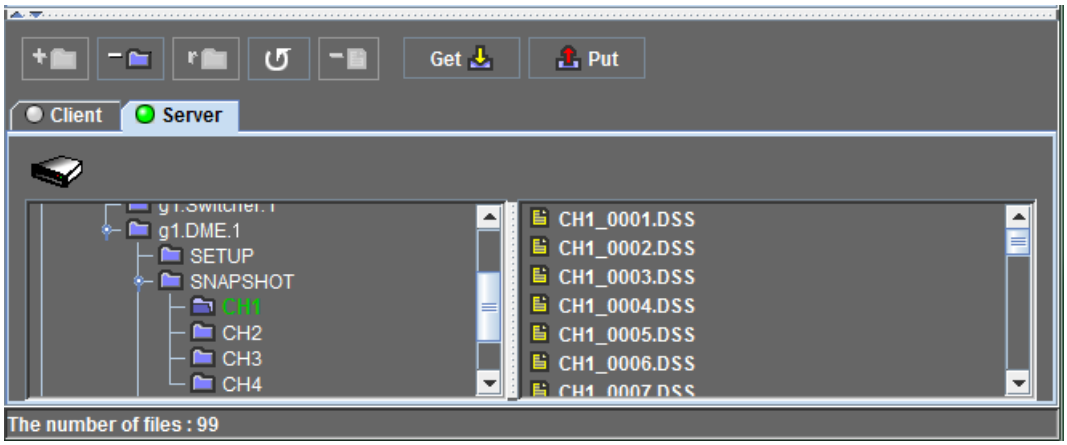

**3** To carry out the deletion, click the OK button, and to cancel, click the CANCEL button.

# Transferring Setting Data Files to Devices – Put

You can transfer device setting data files saved on the server back to the original device, or copy them to another device of the same type.
Use the following procedure.

**1** In the Server folder display area / file list display area, select the folder or file you want to transfer to the device.

In this example, the snapshot data file for DME channel 1 is selected.

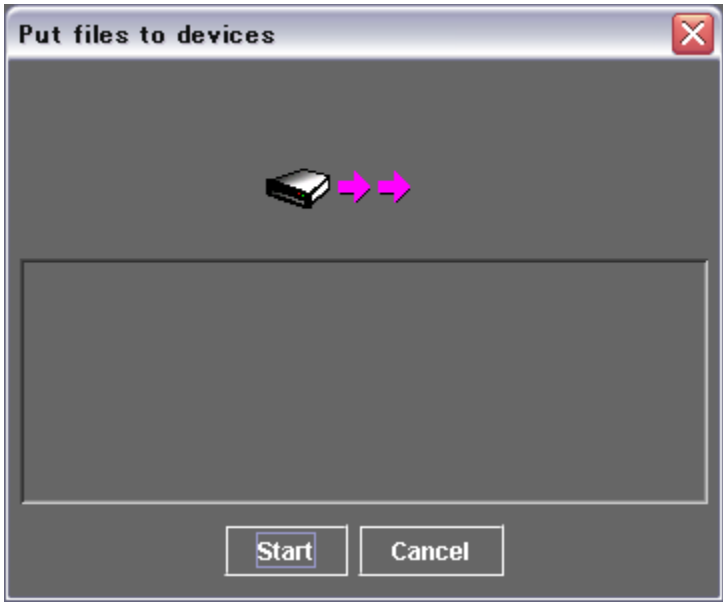



**2** In the Devices side folder display area, select where you want to transfer the data.

In addition to directly selecting a file or folder containing the file, you can also select a device (top-level folder).

**3** Click the Put button.

The Put files to devices window appears.




**4** To carry out the transfer, click the Start button.

To cancel, click the Cancel button.
When you click the Start button the transfer starts, and the window changes as follows.


When the transfer is completed, the following window appears.


**5** Click the Close button.

**To cancel the transfer after the transfer has started**
Click the Cancel button.

# Transferring Still Images to Switcher Frame Memory

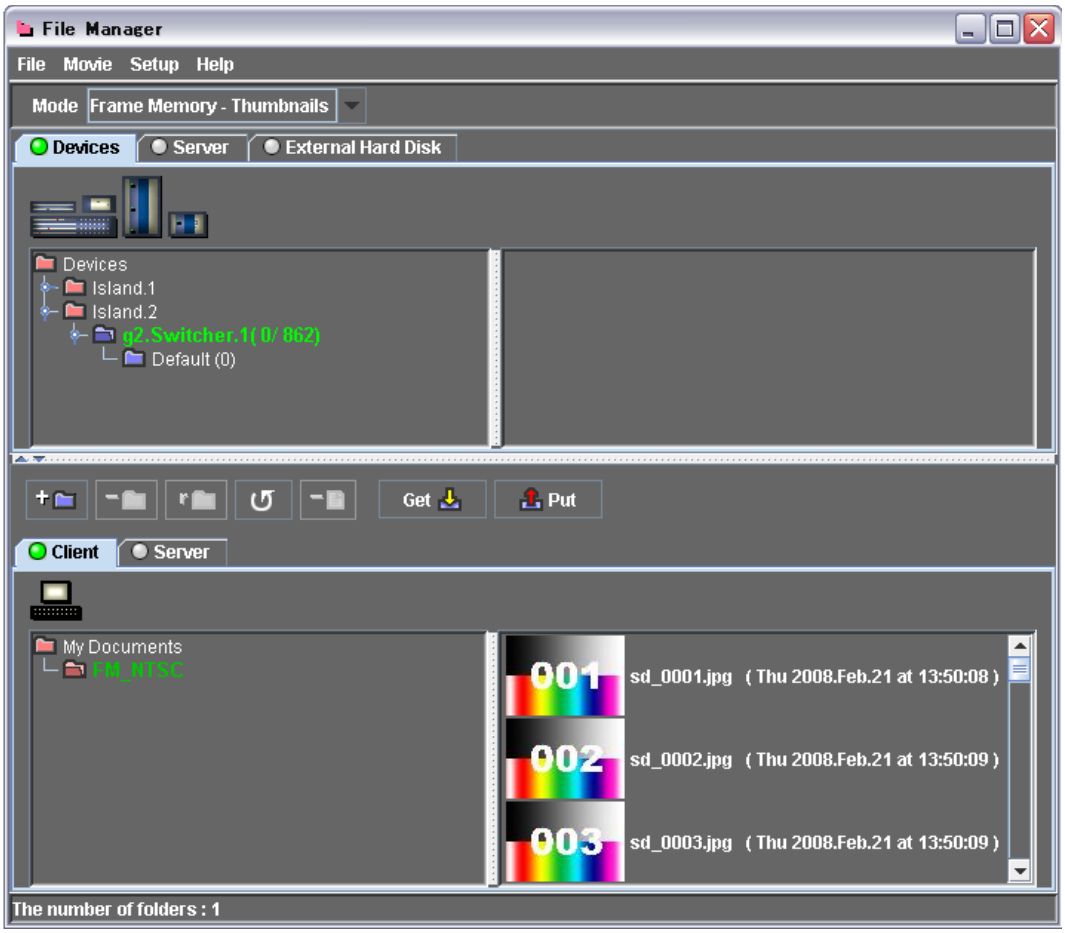
## Transferring Still Image Files to a Switcher

Use the following procedure.

1 In the Mode menu, select List or Thumbnails.

2 In the Client folder display area, select the folder containing the image files.

This creates thumbnails.
For a folder newly created by an operation outside System Manager, click the refresh button to display.



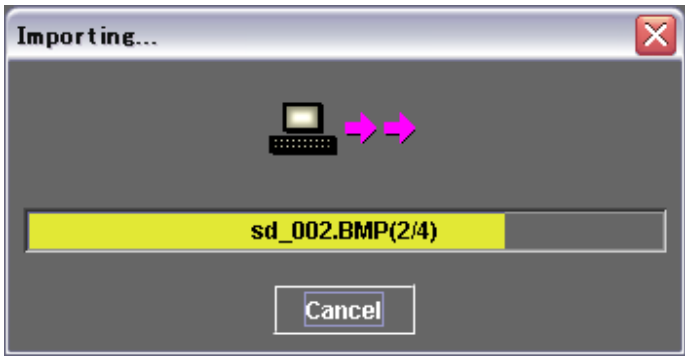

3 On the Devices side, select the Switcher folder.

If you select a folder on the Client side, all image files in that folder are selected for transfer, but you can also select individual files by clicking the file name or thumbnail.

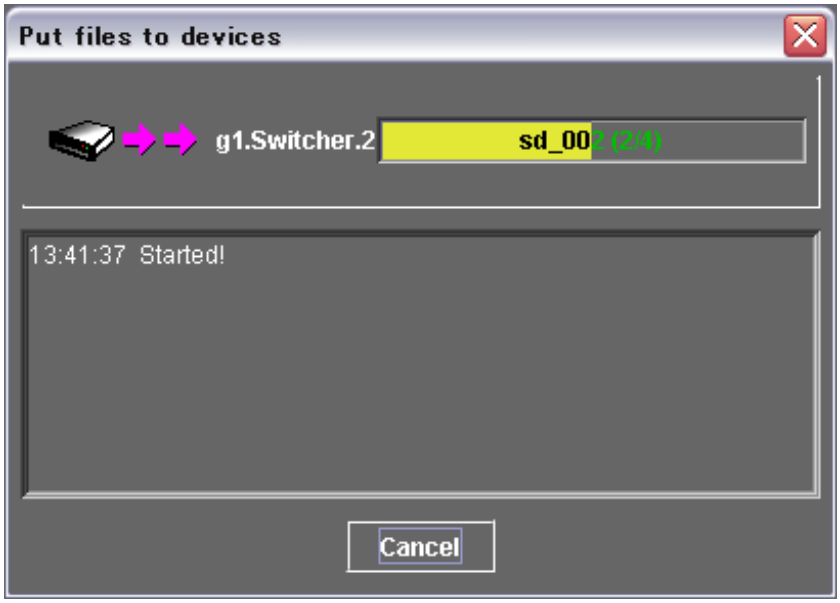
4 Click the Put button.

The transfer from the Client side folder to the Switcher folder starts. The image files are converted to a format that can be handled on the switcher, and then transferred.

During the transfer, the following dialog box shows the progress.

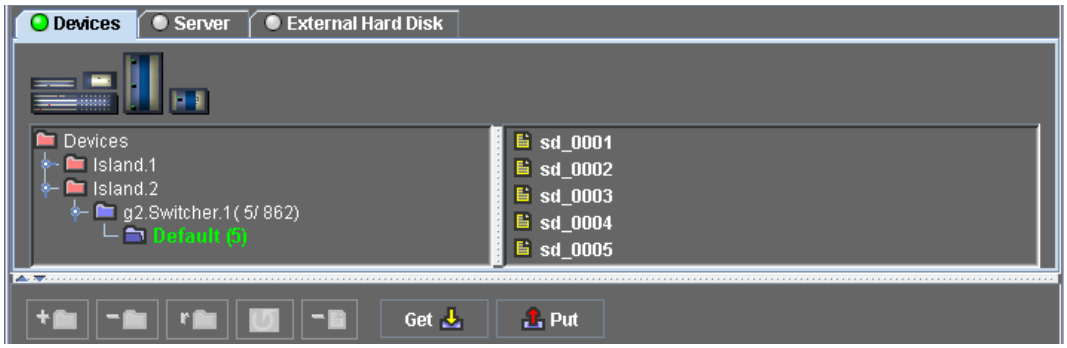



Even when transferring from the Client side to the switcher, the transfer is through the server.
During a file transfer from the server to the switcher, the following dialog box shows the progress.



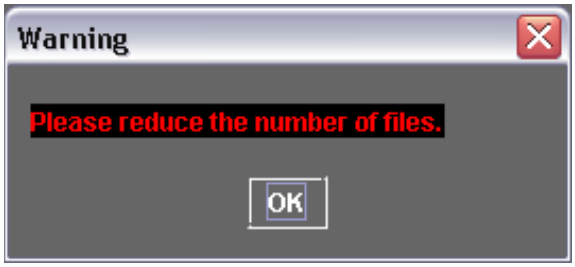

## Checking the Switcher Folder

Either double-click the Switcher folder on the Devices side, or click the refresh button.
You can check the names of the files saved in Frame Memory.



### If you attempt to transfer more files to the switcher than there are empty files

The following message appears.




In this case, either delete files from the switcher that are not required, or reduce the number of files to be transferred from System Manager.

### If the same file name already exists

The following message appears.


## Using Put for a File With Ancillary Data

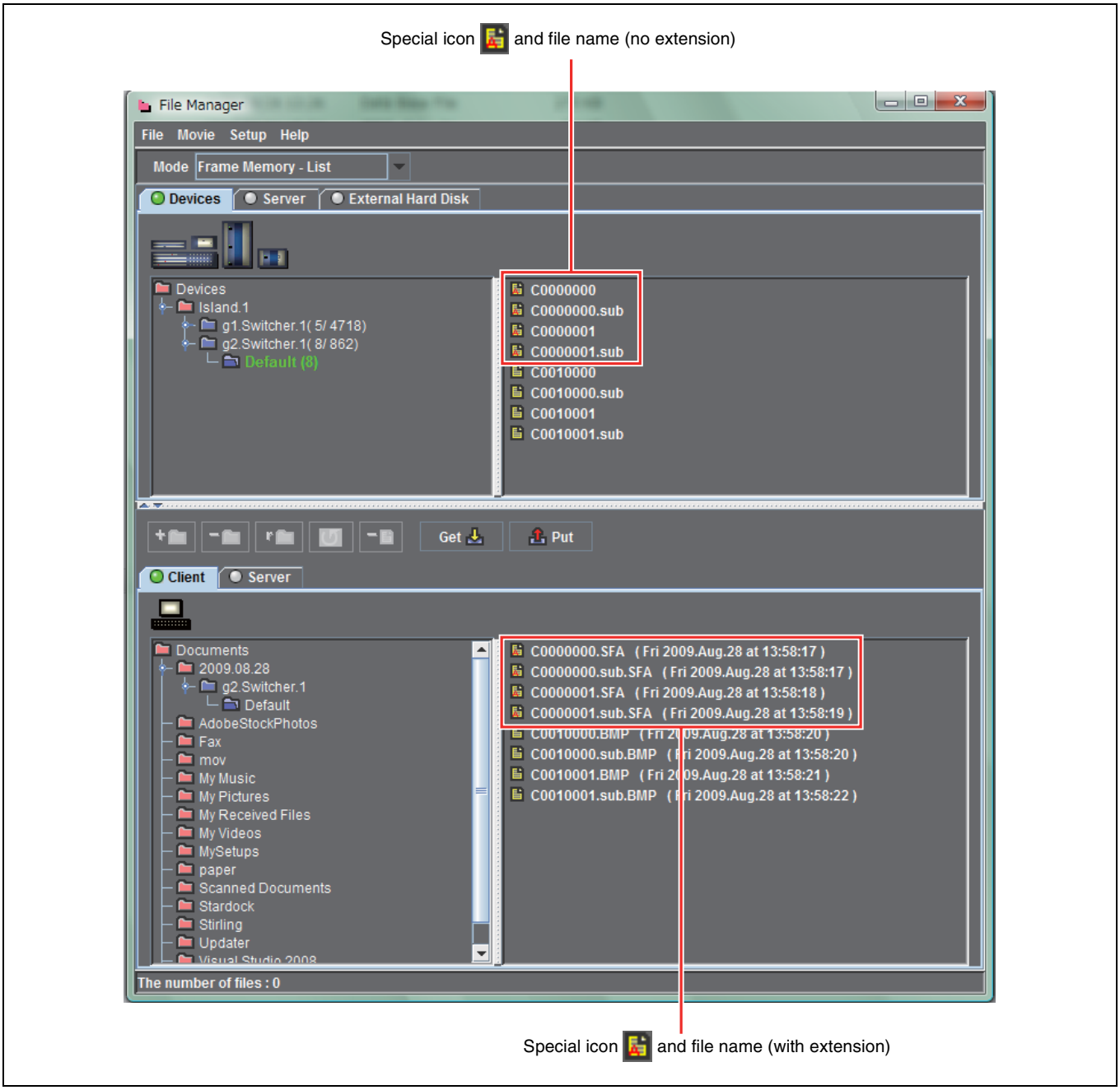
### File name display

Files with ancillary data are displayed as follows.

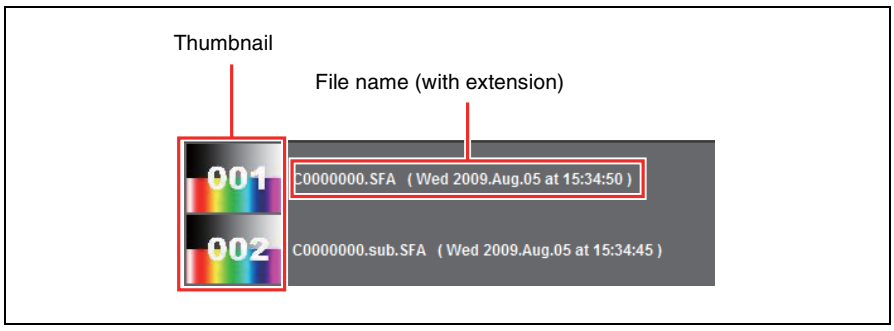
| Devices/ Client | Mode | File name / icon or thumbnail | Extension |
|---|---|---|---|
| Devices side | - | The file name and special icon appear. | Not shown. |
| Client/Server side | List mode | The file name and special icon appear. | The extension (.SFA) appears. |
| | Thumbnails mode | A thumbnail appears before the file name. | The extension (.SFA) appears. |

## Example listing of files with ancillary data

### Example of complete display in List mode




### Example of Client display in thumbnail mode



### Transferring files with ancillary data to the switcher (Put)

For example, to send a file with ancillary data to the switcher, use the following procedure.

**Note**

In the switcher menus, carry out the following operations.

- Before transferring files, in the Setup >System >Install/Unit Config >Unit Config menu (page number: 7316.8), set [FM Ancillary] to On. (Sets frame memory saving mode to "Save with ancillary data.")
- After transferring files, in the Frame Memory >Clip >Ancillary Enable menu (page number: 2525), check that [Ancillary Enable] is set to On. (Check that ancillary data is enabled.)

**1** In the Client side folder display area, select the folder containing the image files.

With the folder selected on the Client side, the operation applies to all image files within this folder, but you can also select individual files by clicking on the file name or thumbnail.

**2** Select the "Switcher" folder on the Devices side.

**3** Click the [Put] button.

This starts the transfer from the Client side folder to the Switcher side folder.

### Transfer format of a file with ancillary data (Put)

In the transfer the format is converted as follows.

| Transfer direction | Format for transfer | Indication at transfer destination |
|---|---|---|
| Server ⇨ Devices | .SF4<br>(compressed file) | (no extension) |
| Client ⇨ Devices | .SF4<br>(compressed file) | (no extension) |
| Client ⇨ Server | .SFA | .SFA |
| Client ⇨ External HDD | .SFA | .SF3 |

**Notes**

- In the following cases ancillary data is not supported, and a Put operation is not possible.
  - MVS-8000 and MVS-8000SF
  - A switcher with software version earlier than Version 4.00 (MFS) or earlier than Version 7.20 (MVS)
- If the same file names with ancillary data are selected on both Client and Server, an error message appears, and the Put operation is not possible.

## Using Put for Second Frame Memory Board Data

For details of the Put operation, see *"Transferring Still Image Files to a Switcher" (page 60)*.

**Notes**

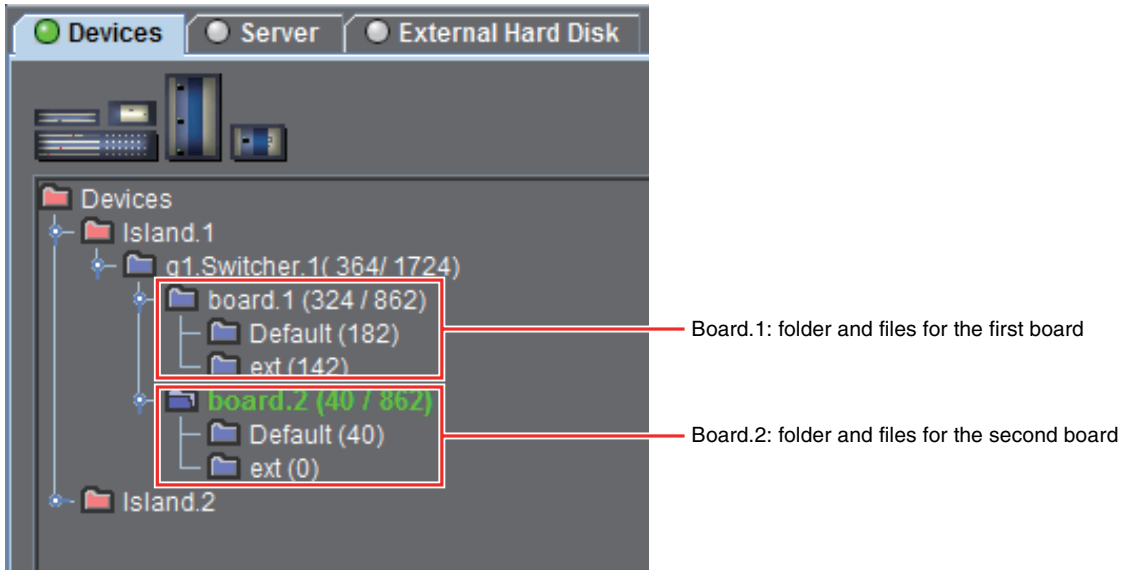
- The two-board configuration is valid only when the two folders board.1 and board.2 are present under the Switcher folder.

If only either of board.1 and board.2 exists, the folder will be recognized as user-generated. Also, if a board name is changed, the two-board configuration will not be recognized.

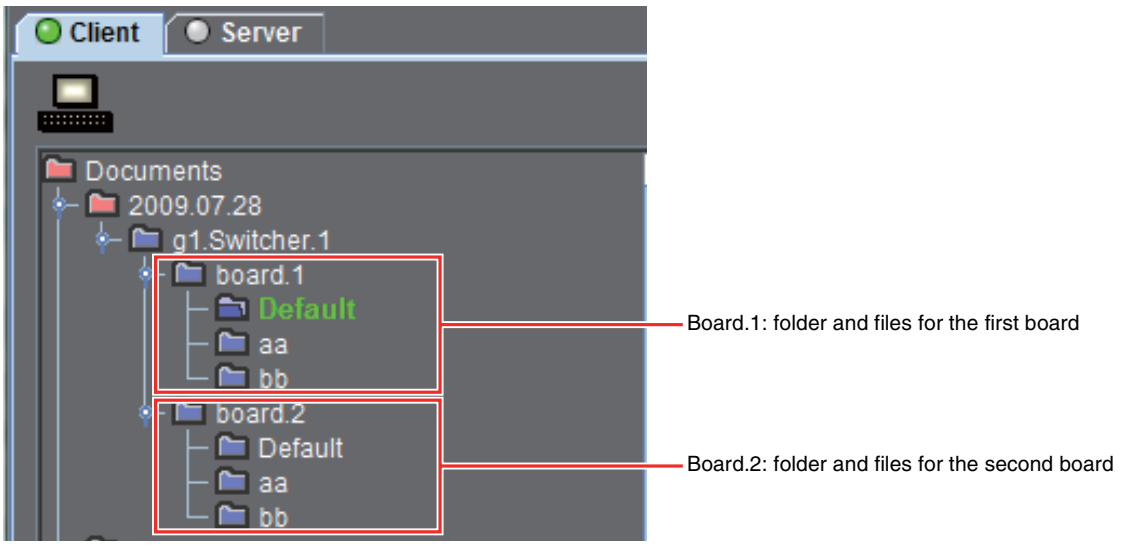
- Transfers from board.1 to board.2 are not possible.
- Still image files for the second board transferred (Put) to the switcher do not appear in the switcher menu. Only the clip files appear.

## File name display

**Example display on the Devices side**




**Example display on the Client / Server side**




## Operating rules for file / folder transfers

The following are the possible directions for Put operations.

- Client → Devices
- Server → Devices
- Client → Server
- Client → External HDD

The following are the rules for Put operations, taking Client → Devices and Client → External HDD as examples, but the operations for Server → Devices and Client → Server are basically the same.

### Put operation when both are two-board configurations

| Client | Devices | Devices side operation |
|---|---|---|
| File or folder | Switcher folder | File is transferred to folder selected on the Devices side. |
| File | Board | File is transferred to Default folder of board selected on the Devices side. |
| | Switcher | File is transferred to Default folder of Switcher board.1 on the Devices side. |
| Folder or board | Board or Switcher | File is transferred to the same-named board and folder on the Devices side. If a folder of the same name does not exist, it is automatically created and file is transferred to that folder. |
| Switcher | Switcher | File is transferred to the same-named board and folder on the Devices side. If a folder of the same name does not exist, it is automatically created and file is transferred to that folder. |

### Put operation when Devices only has a two-board configuration

| Client | Devices | Device operation |
|---|---|---|
| File or folder | Switcher folder under board.1 | File is transferred to selected folder in board.1 on the Devices side. |
| File | Switcher or board.1 | File is transferred to board.1 Default folder on the Devices side. |
| Folder | Switcher or board.1 | File is transferred to the same-named folder in board.1 on the Devices side. If a folder of the same name does not exist, the folder is automatically created and file is transferred to that folder. |
| Switcher | Switcher | File is transferred to the same-named folder in board.1 on the Devices side. If a folder of the same name does not exist, the folder is automatically created and file is transferred to that folder. |
| File or folder | Board.2 or folder under board.2 | No Put operation is carried out. |

### Put operation to an external HDD

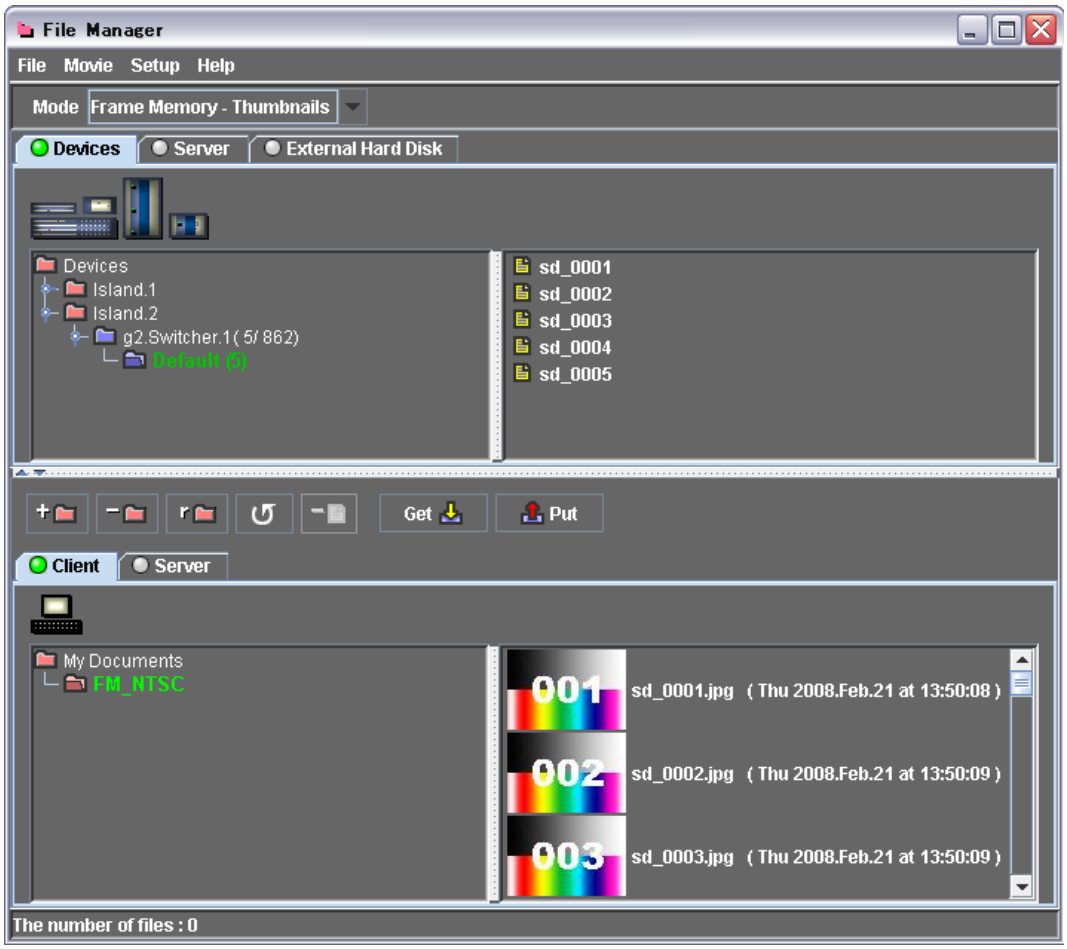
| Client | External HDD | Operation rules |
|---|---|---|
| File or folder | External HDD folder | Transfer to external HDD folder is carried out. If there are no files in the selected folder on the Client side, the Put operation is not carried out. |

# Transferring Frame Memory Image Files to a Client Computer

You can transfer frame memory image files from a switcher to a client computer. On the client computer, BMP format files are created.
Use the following procedure.

**1** In the Mode menu, select List or Thumbnails.

**2** In the Devices side folder display area, select the switcher.




Either double-click the Switcher folder, or click the refresh button, to show the names of files present.
If you select the Switcher folder, this selects all files for transfer.

**3** On the Client side, select the folder to receive the files.

**4** Click the Get button.

This starts the transfer.

## Using Get for a File With Ancillary Data

### File name display

For the display of file names with ancillary data, see *"File name display" (page 62)*.

### Transferring files with ancillary data from the switcher (Get)

For example, to transfer a file with ancillary data on the switcher to a client PC folder, use the following procedure.

**Note**

Before transferring files, carry out the following operations in the switcher menus.

- In the Setup >System >Install/Unit Config >Unit Config menu (page number: 7316.8), set [FM Ancillary] to On. (Sets frame memory saving mode to "Save with ancillary data.")
- In the Frame Memory >Clip >Ancillary Enable menu (page number: 2525), check that [Ancillary Enable] is set to On. (Check that ancillary data is enabled.)

**1** In the Client side folder display area, select the folder containing the image files.

**2** Select the "Switcher" folder on the Devices side.

Double-click the Switcher folder or click the Refresh button to display the names of files in the folder.
You can also select individual files by clicking on the file name or thumbnail in "Switcher."

**3** Click the [Get] button.

This starts the transfer from the Switcher side folder to the Client side folder.

### Transfer format of a file with ancillary data (Get)

In the transfer the format is converted as follows.

| Transfer direction | Format for transfer | Indication at transfer destination |
|---|---|---|
| Devices ⇨ Server | .SF4<br>(compressed file) | .SFA |
| Server ⇨ Client | .SFA | .SFA |
| Devices ⇨ Client | .SF4<br>(compressed file) | .SFA |

**Note**

In the following cases ancillary data is not supported, and the thumbnail is saved in .SFM format.

- MVS-8000, MVS-8000SF and MFS-2000
- A switcher with software version earlier than Version 7.20

## Using Get for Second Frame Memory Board Data

For details of the Get operation, see *"Transferring Frame Memory Image Files to a Client Computer" (page 67)*.

**Notes**

- The two-board configuration is valid only when the two folders board.1 and board.2 are present under the Switcher folder.
  If only either of board.1 and board.2 exists, the folder will be recognized as user-generated. Also, if a board name is changed, the two-board configuration will not be recognized.
- Transfers from board.1 to board.2 are not possible.

### File name display

For the display of file names in a two-board configuration, see *"File name display" (page 65)*.

### Operating rules for file / folder transfers

The following are the possible directions for Get operations.

- Devices ⟶ Client
- Devices ⟶ Server
- Server ⟶ Client

The following are the rules for Get operations, taking Devices ⟶ Client as an example, but the operations for Devices ⟶ Server and Server ⟶ Client are basically the same.

#### Get operation when both are two-board configurations

| Devices | Client | Client operation |
|---|---|---|
| File or folder | Switcher folder | File is transferred to folder selected on the Client side. |
| File, folder, or board | Board or Switcher | File is transferred to same-named board and folder on the Client side. If a folder of the same name does not exist, it is automatically created and file is transferred to that folder. |
| Switcher | Switcher | File is transferred to same-named Switcher, board, and folder on the Client side. If a Switcher or folder of the same name does not exist, it is automatically created and file is transferred to that folder. |
| File, folder, board, or Switcher | User folder / date folder | A folder for the Switcher or board is automatically created in the folder selected on the Client side. |

# Image Formats and Sizes Handled by System Manager

## Image Formats

### Formats handled

System Manager can handle the following formats.

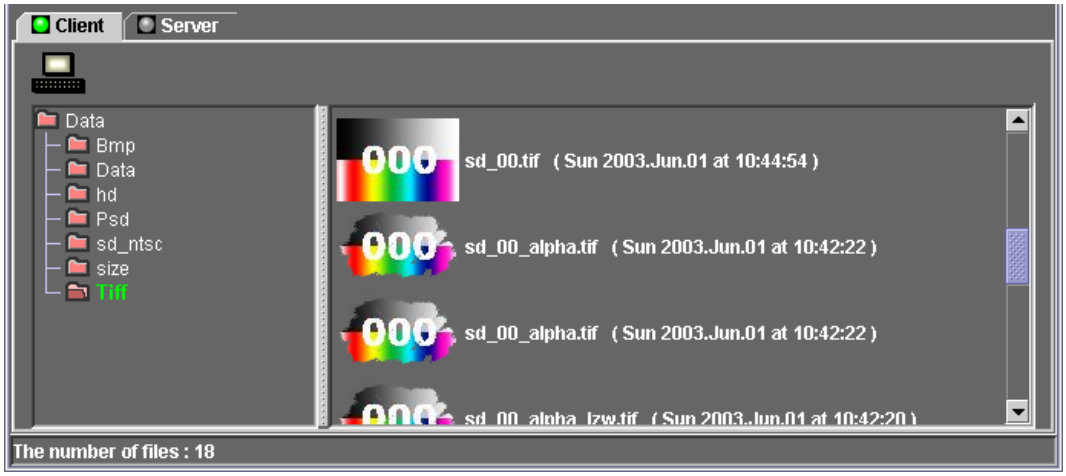
- BMP (uncompressed)
- BMP (RLE compressed)
- TIFF (Macintosh)
- TIFF (with alpha channel)
- JPEG
- Targa

### Formats not handled

- BMP (with alpha channel)
- BMP (run-length encoded)

If you attempt to transfer a file in either of these formats with Put, the message “This file format is not supported.” appear.

A TIFF file with an alpha channel is displayed on the client computer as a thumbnail with the transparency acting as a mask.




## Image Sizes

### Switcher operating mode and image sizes

Files of the following image sizes are handled, according to the switcher operating mode.

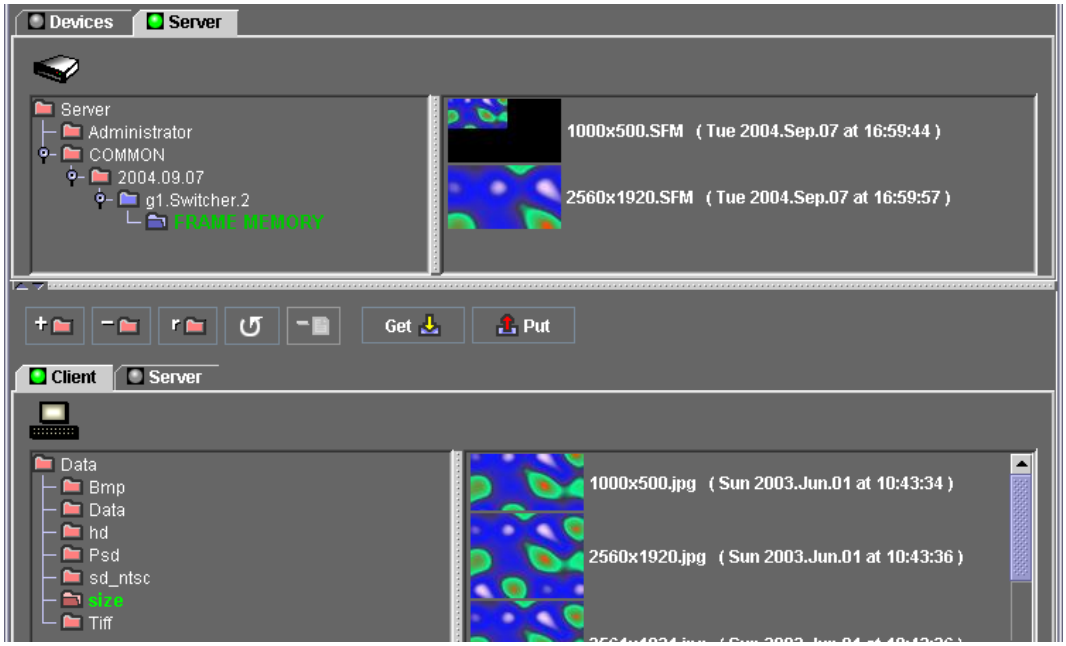
| Switcher system | Operating mode | Image sizes handled (pixels) |
|---|---|---|
| HD | 1080i, 1080PsF | 1920 × 1080 |
| | 720P | 1280 × 720 |
| SD | NTSC | 720 × 487<br>720 × 486<br>720 × 480 |
| | PAL | 720 × 576 |

**Note**

For use as 720 × 487 or 720 × 486 pixel size, an original 720 × 540 (square pixel) image must be compressed vertically to 487 or 486 pixels. If this is not done, the result will appear stretched vertically.
Similarly, for the 720 × 480 pixel size, a 720 × 534 image must be compressed vertically to 480 pixels.

### Maximum image sizes handled by System Manager

Files are handled up to 2560 × 1920 pixels.
In this case, the bottom and right of the image will be cropped to the HD size of 1920 × 1080 pixels.
In cases such as this, when a file of a large image size is transferred by Put, the following message appears.
“The image size is bigger than HD video size. Some clipping will occur.”



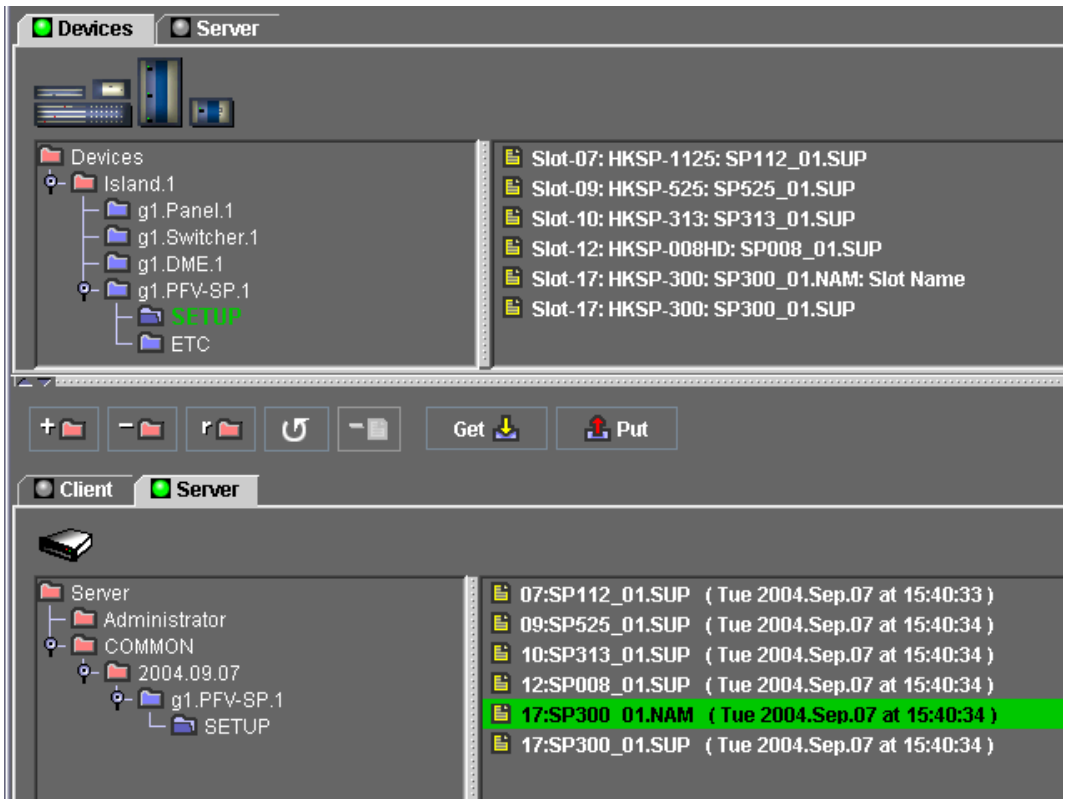
# Setting PFV-SP Slot Names

The Slot Names set here appear on the UCP-8060.
Use the following procedure.

**1** Transfer the files from the PFV-SP to the server using Get.

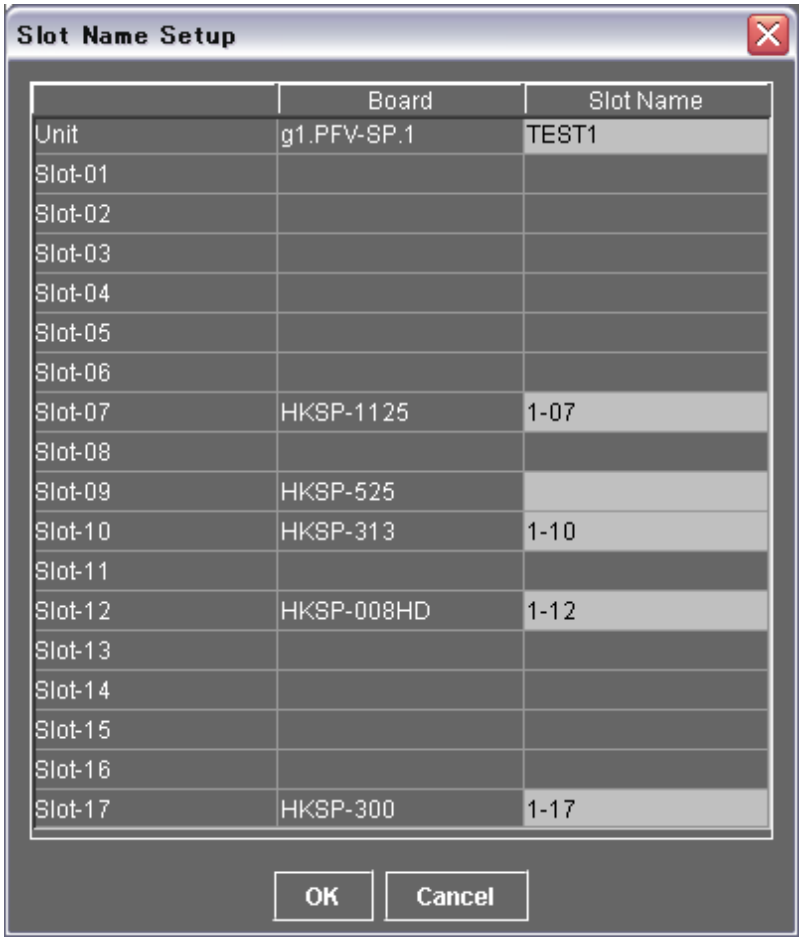
Select an island, a PFV-SP device, PFV-SP SETUP folder, or a Slot Name file, and carry out the Get.

*For details of the operation, see "Getting Device Setting Data Files – Get" (page 50).*




**2** Double-click the Slot Name file transferred in step **1** to open it.

The following Slot Name Setup window appears.




**3** Set the Unit (10 characters) and the Slot Name (4 characters) holding each board.

**4** To write the information, click the OK button.

To cancel writing and close the window, click the Cancel button.

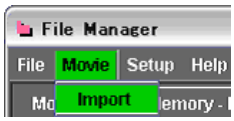
When you click the OK button, the information is written to the file, but the data is not yet transferred to the PFV-SP.

**5** Click the Put button in the File Manager window, to transfer the file to the PFV-SP.

# Importing Movie Files

You can import a movie file in QuickTime or AVI format from a folder to which it has been copied or from media such as a CD-ROM.
Use the following procedure.

1. Click the Client tab above the System Manager folder display.
2. Select the folder to store the file to be imported. You can also create a new folder.
3. Select Movie >Import from the menu, and select the folder containing the movie file.




4. Click the Open button.

   This starts the file import.

**Note**
Files and folders on the desktop, and folders with Japanese names are not recognized by QuickTime, and therefore cannot be imported.

## Specification of files that can be imported

To allow a movie to be imported by File Manager, in the animation software set the movie file (AVI or QuickTime format) to meet the following specification.

| File format | Alpha channel | Compression and color depth |
|---|---|---|
| AVI | Yes | Select uncompressed, and set color depth to at least 16.7 million colors. Unless uncompressed, an alpha channel is not supported. |
| | No | Set color depth to 16.7 million colors. |
| QuickTime | Yes | Only if “uncompressed” is selected or if a compression method called animation is selected, the color depth can be set to 16.7 million colors or more. |
| | No | Set color depth to 16.7 million colors. |

### Obtaining QuickTime

To import a movie requires QuickTime, distributed free of charge by Apple Inc. After installing System Manager, visit the Apple website to download and install QuickTime.
The URL for downloading QuickTime is as follows:

- For Windows Vista, and XP operating systems (QuickTime Version 7.6)
  http://www.apple.com/quicktime/download/
- For Windows 2000 operating systems (QuickTime Version 7.1.6)
  http://support.apple.com/downloads/QuickTime_7_1_6_for_Windows

# Using an External Hard Disk Drive

From System Manager it is possible to write image files to an external hard disk connected to the frame memory board of the switcher by an IEEE1394 interface or  by the USB port.

## Preparations and connections

### To format the hard disk

Use the Frame Memory >External HDD >Format menu of the switcher (page number: 2561 for the MVS system, 4800 for the MFS-2000 system).

*For details of the formatting operation, refer to the switcher User's Guide.*

### To connect the external hard disk drive to the System Manager computer

Using a USB port, connect to the USB 2.0 interface.

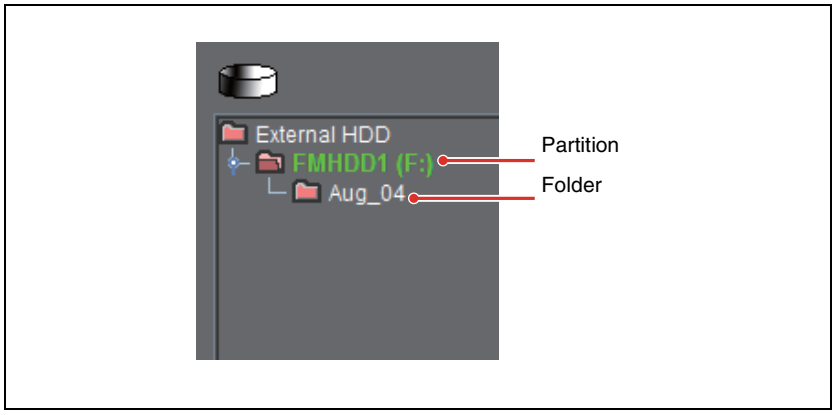
## Saving frame memory data to the external hard disk drive

Use the following procedure.

**1** In the File Manager upper display area, select External Hard Disk.


**2** Double-click the folder where you want to save.
(If the hard disk is connected to the USB port of the switcher, it has no partition, and thus the folder name "FMHDD" appears only.)

The names of folders below this folder now appear.




If there are no folders below the partition, use either of the following operations to add a folder.

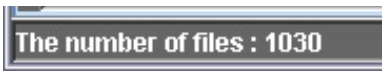
- In the File Manager window, select the File >Make Folder menu.
- Click the (add folder) button.
- If any folders have previously existed, it is not possible to add a new folder.

If you want to save in a folder that already includes files, select the files, then use either of the following operations to delete them. Alternatively, select a folder that does not include any files.

- In the File Manager window, select the File >Delete menu.
- Press the (delete file) button.

**3** In the Client side folder display, select the folder containing the image files.

When you select the folder, this selects the files within the folder for processing, and the status bar shows the number of files.

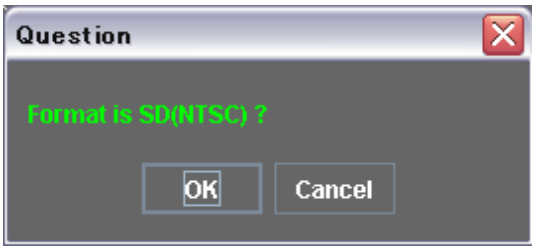



**Note**

If the total volume of the selected files (as predicted automatically from the resolution of the first file) is too large, a message “More than xxxx files are selected” appears. In this case, click the OK button to cancel the operation.

**4** Click the Put button.

The following confirmation dialog box appears.




**5** If this matches the format used, click the OK button. If not, click the Cancel button to cancel the operation.

When you click the OK button, this converts the image file format, and writes the files to the hard disk.

**6** When the files writing is completed, carry out the procedure on the computer to remove the hard disk from the USB port.

## Restoring an external hard disk drive to the switcher

**1** Connect the hard disk to the USB port or the IEEE1394 port of the switcher frame memory board.

**2** On the switcher, in the Frame Memory >External HDD >Backup/Restore menu (page number: 2562 for the MVS system, 4801 for the MFS-2000 system), press the Restore button.

This deletes all image files on the frame memory board, and copies the files from the hard disk.

**Note**

It is not possible to copy from the hard disk without deleting the image files already on the frame memory board.

# Chapter 5 Switcher Setup Software

## Overview

The Switcher Setup Software (BZPS-8001) is a tool allowing you to carry out switcher menu operations not from the center control panel, but from the computer. You can use the Engineering Setup menu, and some of the other menus supported by the switcher, by remote control.
You can display the required menu screen (GUI) on the computer monitor, and make settings efficiently using the mouse and keyboard.

## Starting the Switcher Setup Software

To start Switcher Setup Software, use the following procedure.

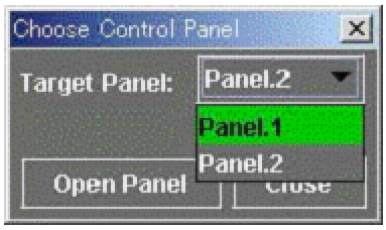
**1** In the System Manager Main Menu window, select Switcher Setup.


The Switcher Setup window appears. *(See "Names and Functions of Parts of the Switcher Setup Window" (page 79).)*

**If there is more than one control panel on the network**
The Choose Control Panel dialog box appears, offering a choice of control panels. In this case, continue to step **2**.

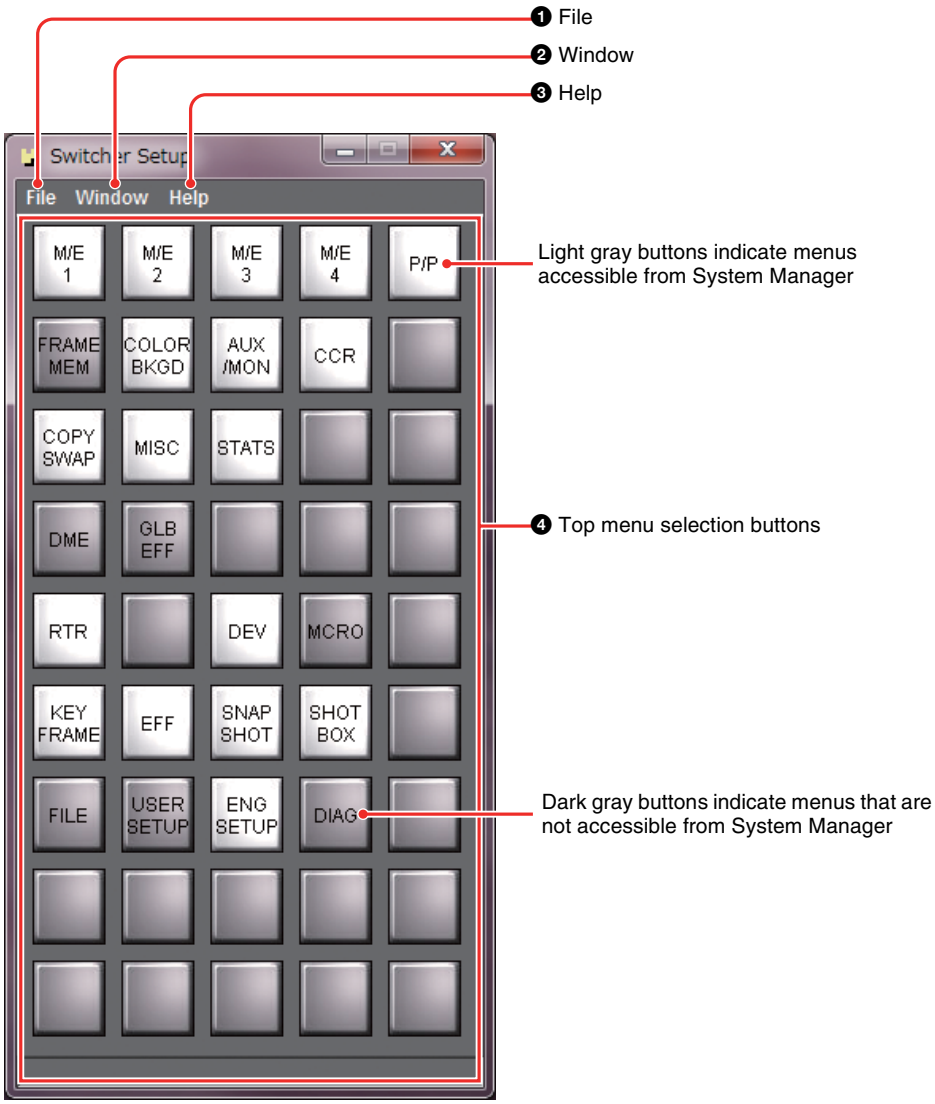
**2** Select a control panel from the drop-down list, and click the Open Panel button.

The drop-down list shows the control panel names entered in the Description column of the device list in the Device Monitor window.




The Switcher Setup window appears. *(See "Names and Functions of Parts of the Switcher Setup Window" (page 79).)*

## Names and Functions of Parts of the Switcher Setup Window




### ❶ File

Click this to display the File menu. The File menu includes the following commands.

**Close:** Closes the Switcher Setup window, and exit the Switcher Setup Software.

### ❷ Window

Click this to display the Window menu. The Window menu includes the following commands.

**New:** Opens a new window showing the switcher menu screen.

### ❸ Help

Click this to display the Help menu. The Help menu includes the following commands.

**Version:** You can check the Switcher Setup Software version and switcher menu screen (GUI) version.

**User's Guide:** Displays Chapter 5 of this User's Guide (PDF).

**User's Guide-1 of Switcher:** Displays the switcher User's Guide Volume 1 (PDF).

**User's Guide-2 of Switcher:** Displays the switcher User's Guide Volume 2 (PDF).

**❹ Top menu selection buttons**

These correspond to top menus on the switcher.
The button color (light gray or dark gray) indicates whether the menu is available.

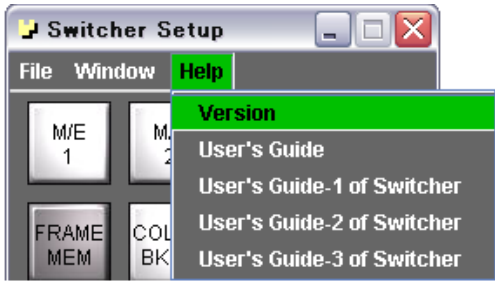
**Light gray:** The corresponding menu is supported by the switcher, and can be accessed from System Manager.

**Dark gray:** The corresponding menu (even if supported by the switcher) cannot be accessed from System Manager.

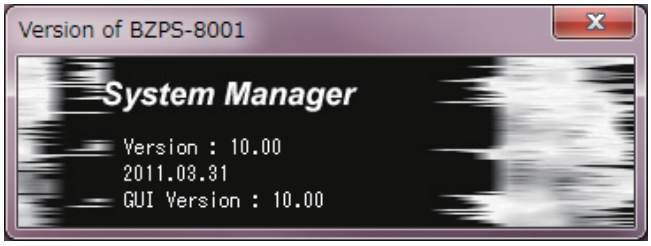
When there is at least one menu screen window open, by clicking a light gray button you can switch to the menu screen window.

## Checking the Version Information

To check the Switcher Setup Software version and switcher menu screen (GUI) version, select Version in the Switcher Setup window Help menu.



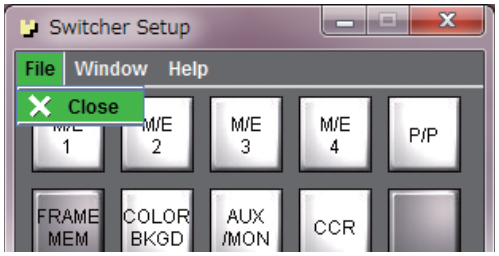

The following window appears, displaying the version information.




To close this window, click the button at the top right.

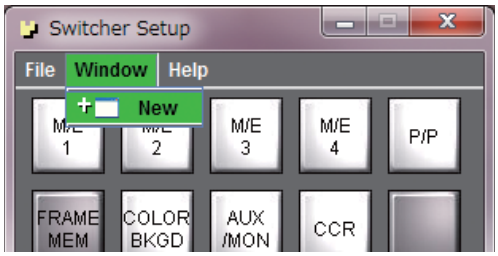
## Exiting the Switcher Setup Software

To exit the Switcher Setup Software, in the File menu select Close, or click the button at the top right.



# Displaying the Menu Screen

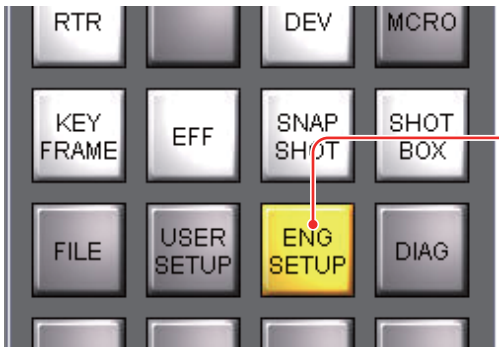
To display the switcher menu screen, in the Switcher Setup window Window menu select New.



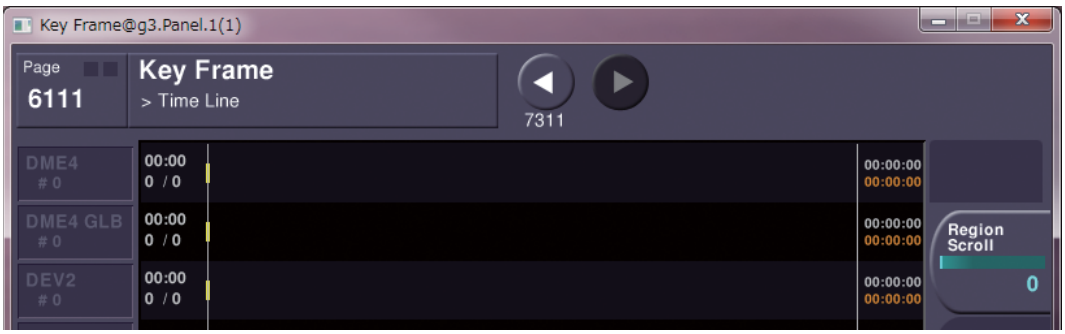

This opens a menu screen window, and the Engineering Setup menu (menu number 7311) appears.


## Displaying a different menu screen

When you open a window showing the Engineering Setup menu, the color of the ENG SETUP top menu selection button in the Switcher Setup window changes from light gray to orange.




In this state, clicking a light gray button opens a new window showing the menu screen, including the menu corresponding to the button.
For example, click the KEY FRAME button to display the KEY FRAME menu.




The KEY FRAME button changes to orange, and the ENG SETUP button goes back to light gray.


**Note**

Right-clicking on a button opens the specified menu screen in a new window.

## Menu operations

Make a window displaying a menu screen active to enable menu operations in that window.
If only one window is open, that window is always active. When more than one window is open, bring the desired window to the front to make it active.

*For details of menu setting operations, refer to the switcher User's Guide.*

## Numeric keypad window

For entering numeric parameter values, in addition to the computer keyboard, you can also use the numeric keypad window.
For example, in the Color Bkgd menu, when you set the value of the parameter Hue, the following numeric keypad window appears. Click the numeric keypad with the mouse to enter a numeric value. By horizontally dragging the slider at the bottom, you can continuously vary the numeric value. You can use this in place of the adjustment knobs on the center control panel.


*For the functions of the buttons in the numeric keypad window, refer to the switcher User's Guide.*

**Note**

On the computer keyboard, you can use not only the numeric keys, but also the cursor keys to enter a value. The left and right cursor keys change the integral part of the value, and the up and down cursor keys change the decimal fraction part.

### To close the numeric keypad window

Click the Close button.

## Keyboard window

For entering file names and suchlike, in addition to the computer keyboard, you can also use the keyboard window. For operations involving character input, the keyboard window automatically appears.


*For the functions of the buttons in the keyboard window, refer to the switcher User's Guide.*

**Note**

For file names, signal source names, and so on, the maximum number of characters you can input is 16.

### To enter capital letters

- To enter capital letters with the keyboard window, click the Shift button, turning it on, then click the letter button. Repeat this process for each capital letter.
  Click the Caps Lock button, turning it on, to input a sequence of capital letters.
- When using the computer keyboard, while the Shift key is held down, you can type capital letters consecutively, but the Caps Lock function does not work.

### To close the keyboard window

Click the Close button.

## Closing the menu screen window

To close the menu screen window, click the button at the top right of the window.

# Chapter 6 Offline Setup

## Overview

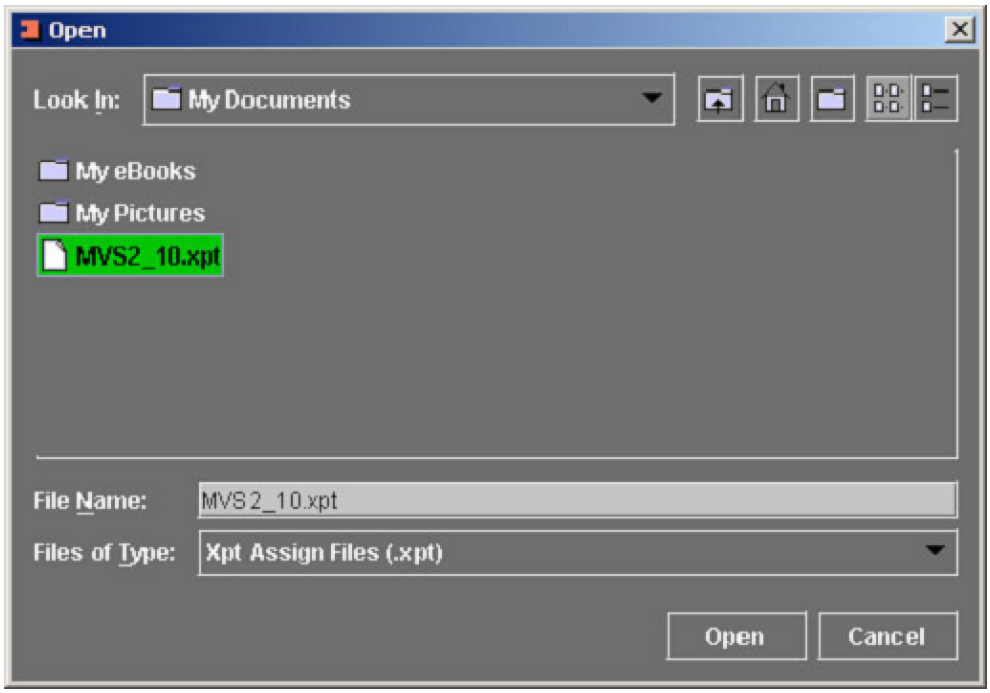
Using Offline Setup, you can create and change cross-point setting data without being connected to the switcher.
You can save the created setting data on a client computer, or transfer it to the switcher for immediate use.

### Sample file for Offline Setup

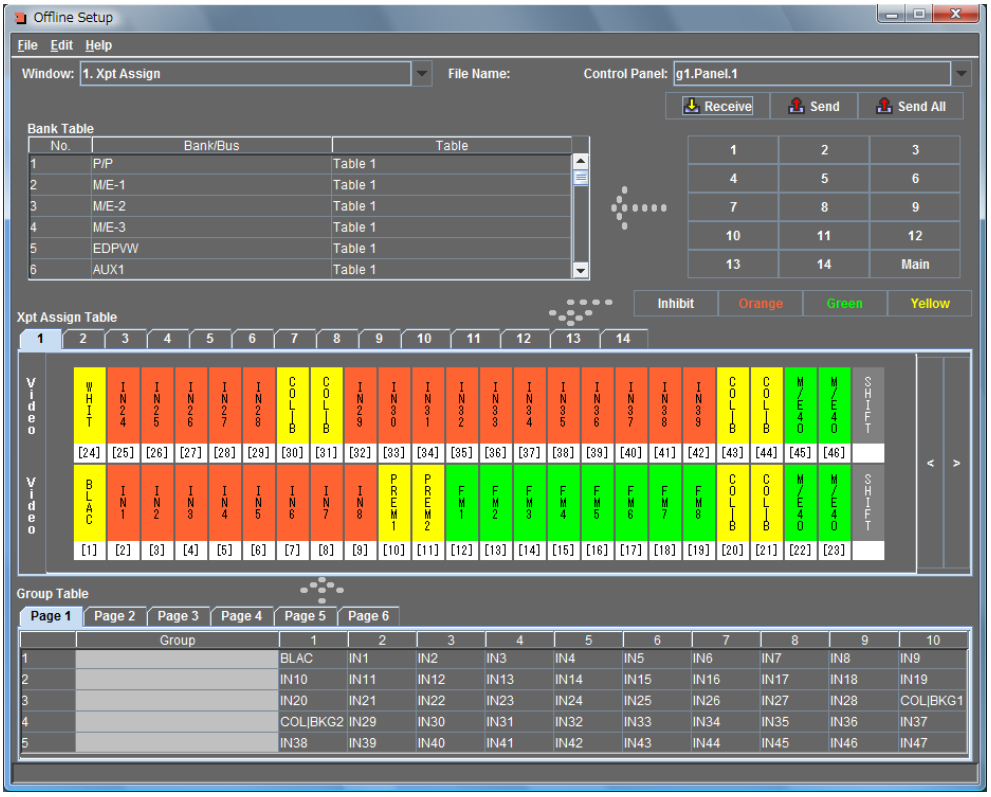
When the BZPS-8001 software is installed, a sample file MVS2_10.xpt is placed in the My Document (“Documents” in Windows Vista) folder.
Using this, you can create cross-point setting data without needing to getting data from the switcher.

### Opening the sample file

After starting Offline Setup, in the File menu select Open, and open the file MVS2_10.xpt in the My Document folder.




The following window appears.




Using this as a base, you can create cross-point setting data without getting data from the switcher.

# Starting Offline Setup

To start Offline Setup, in the System Manager Main Menu window, select Offline Setup.
If the Offline Setup only is installed, double-click the Offline Setup application icon on the desktop.

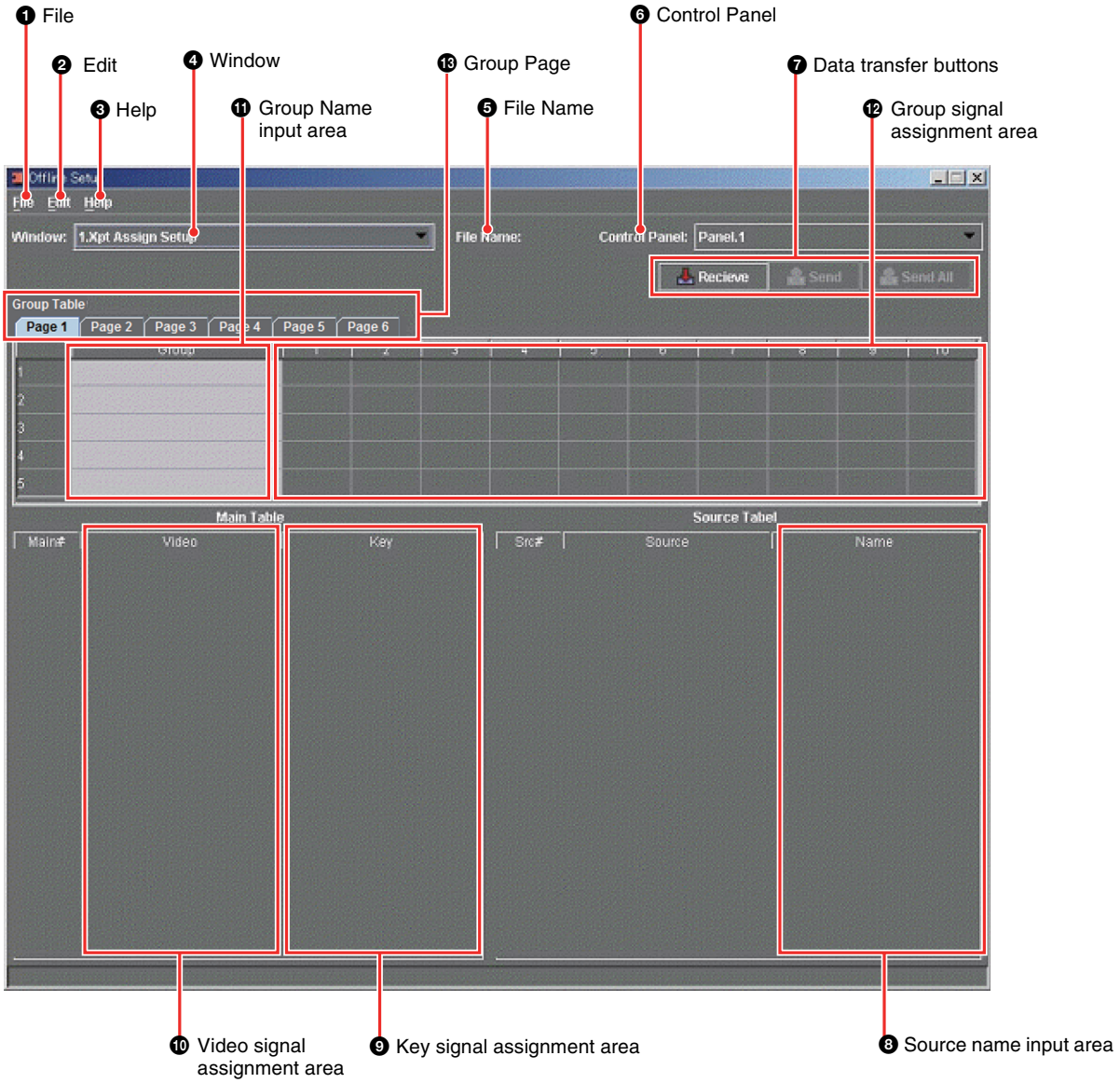

This starts Offline Setup, and the Offline Setup window appears.

*For more details of the Offline Setup window, see “Names and Functions of Parts of the Offline Setup Window” (page 87).*

## Names and Functions of Parts of the Offline Setup Window

There are two types of Offline Setup window: Xpt Assign Setup window and Xpt Assign window, which you use by switching from one to the other.

## Xpt Assign Setup window




### ❶ File

Click this to display the File menu. The File menu includes the following commands.

**Open:** Selects a saved file, and opens it. The files you can open are those with the extension .xpt.

**Import Group Table:** Reads Group names only from a Group Table in a saved file.
This is data not written to the switcher.

**Save:** Saves data transferred from the switcher or edited data.

**Save as:** Saves with a specified file name.

**Save Default:** Saves default data.

**Panel Size:** Specifies the control panel size.

**Close:** Closes the Offline Setup window, and exit Offline Setup.

### ❷ Edit

Click this to display the Edit menu. The Edit menu includes the following commands.

**Copy:** Copies Source Name information.

**Paste:** Pastes Source Name information.

**Initialize Group Table:** Copies entries sequentially from Main Table to Group Table.

**Copy Table:** Copies a cross-point assign table.

**Paste Table:** Pastes a cross-point assign table.

### ❸ Help

Click this to display the Help menu. The Help menu includes the following commands.

**Version:** You can check the version of the Switcher Setup Software.

**User's Guide:** Displays Chapter 6 of this User's Guide (PDF).

**❹ Window**
This switches between the Xpt Assign Setup window and the Xpt Assign window.

**❺ File Name**
This shows the name of the file opened or saved.

**❻ Control Panel**
When more than one control panel is present, select from the pull-down menu.

**❼ Data transfer buttons**
**Receive:** Get all data relating to cross-point assignment from the switcher.
**Send:** In the Xpt Assign Setup window, send the Main Table and Source Table values to the switcher.
In the Xpt Assign window, send the Bank Table settings and selected Sub Table only to the switcher.
**Send All:** Send all data relating to cross-point assignment to the switcher.

**❽ Source Name input area**
Use this for setting and displaying the Source Name column of the Source Table.

**❾ Key signal assignment area**
Assign signals selected by Src # (source number) to cells of this column.

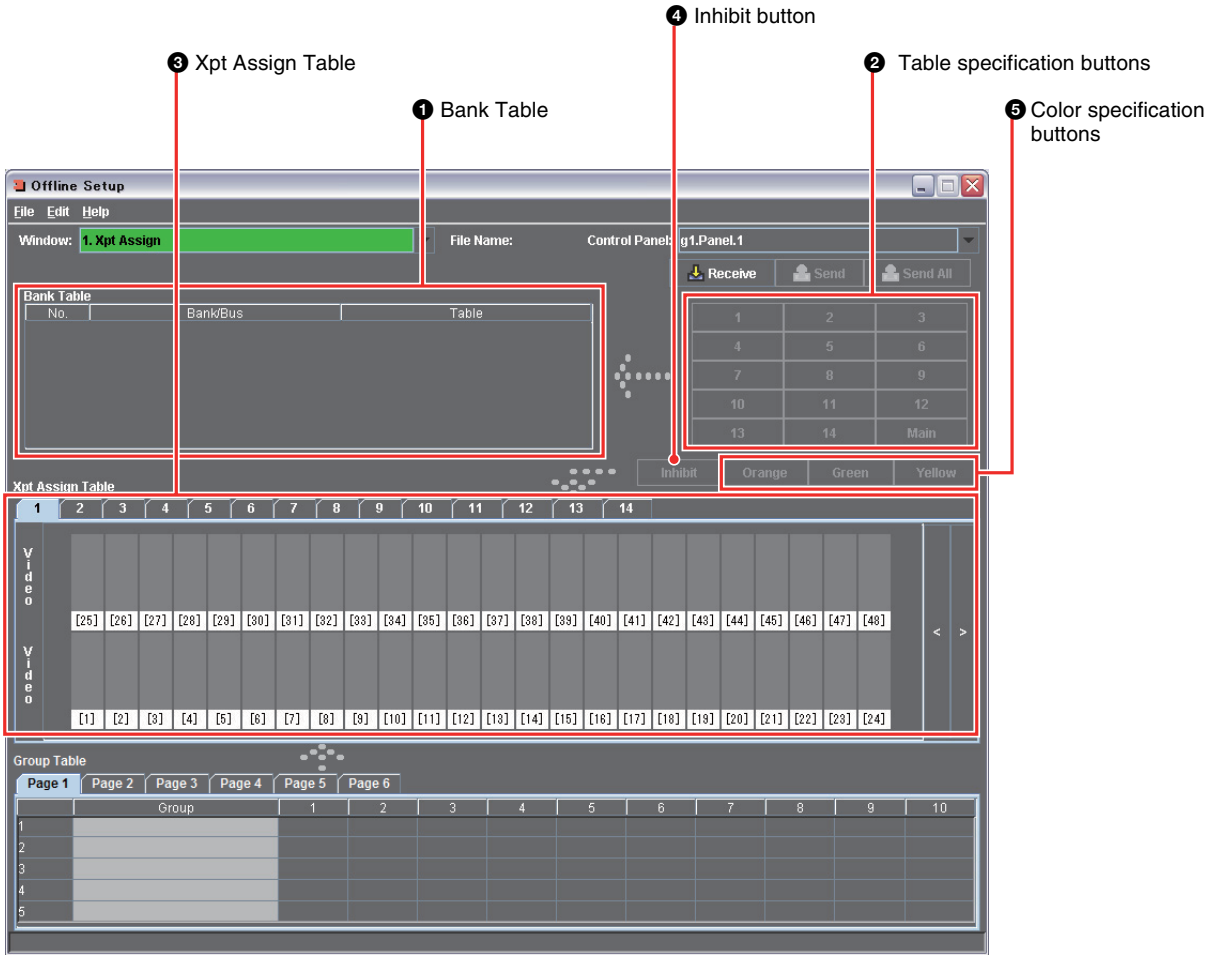
**❿ Video signal assignment area**
Assign signals selected by Src # (source number) to cells of this column.

**⓫ Group Name input area**
Set the name for a group.

**⓬ Group signal assignment area**
Assign signals selected from the Main Table here.

**⓭ Group Page**
Click a tab to access the corresponding page. You can create up to 30 groups.

## Xpt Assign window




**❶ Bank Table**
This shows which table is assigned to each Bank/Bus.

**❷ Table specification buttons**
To assign a table to a Bank/Bus, click on one of Main, or 1 to 14.

**❸ Xpt Assign Table**
For individual buttons, set a signal selected from the group table or a button display color.

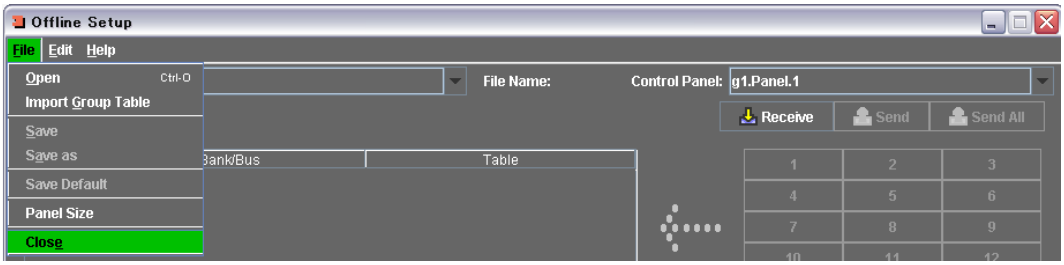
There are fourteen sets of data, and you can switch the display to any of them.

**❹ Inhibit button**
Lock the currently selected button, so it cannot be operated.

**❺ Color specification buttons**
Assign a color, orange, green, or yellow, to the currently selected button.

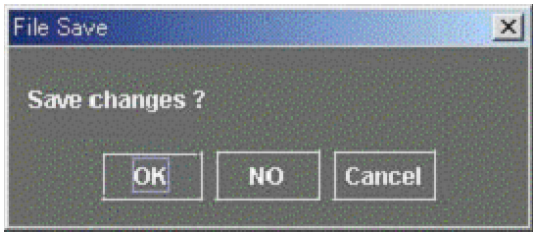
## Exiting Offline Setup

To exit Offline Setup, in the File menu select Close, or click the button at the top right.




### When data is not saved

If there is unsaved data when you exit, the following dialog box appears.




To save the changes, click the OK button, to exit without saving click the NO button, and to cancel the exit click the Cancel button.

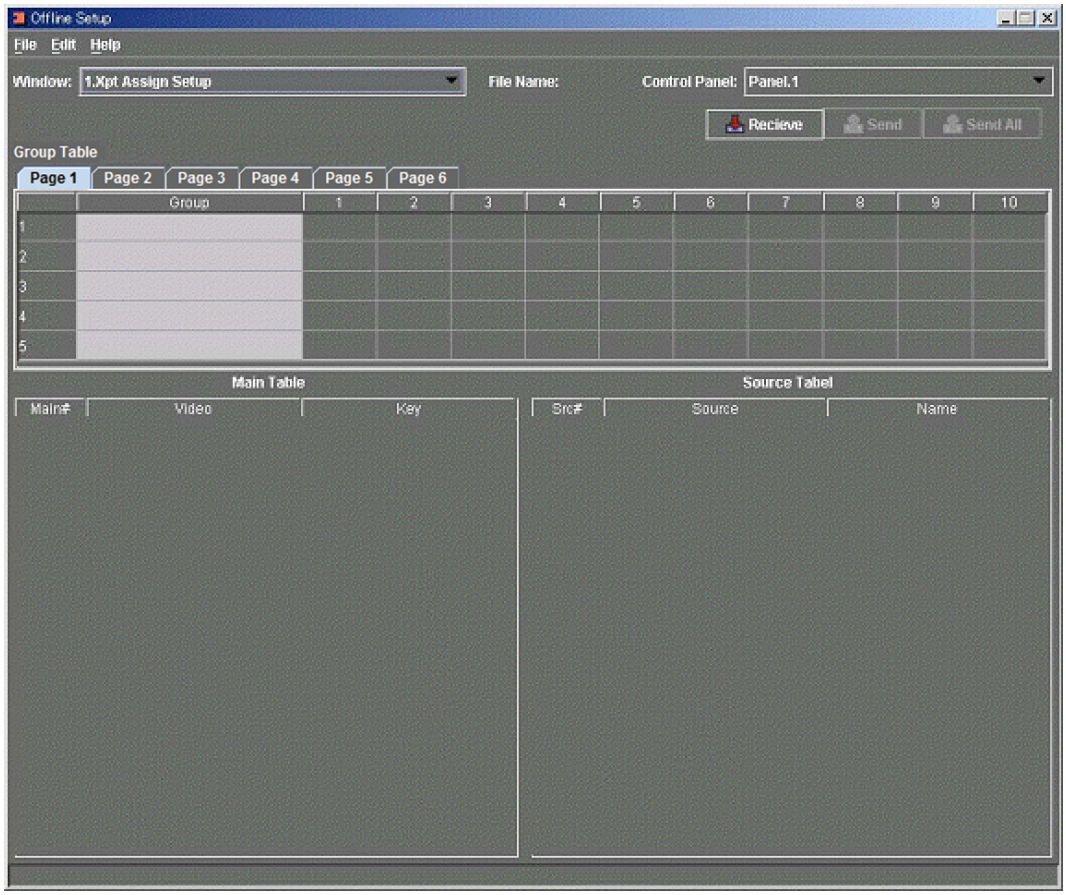
# Creating Cross-Point Setting Data

You can give a name to an input signal, and assign it to a cross-point video or key, and group source signals together for easier handling.
Using this data, you can build a cross-point assignment table, and save it or transfer it to the switcher.

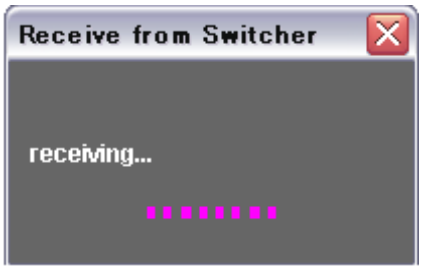
## Getting setting data from the switcher

Use the following procedure.

**1** In the Xpt Assign Setup window, click the Receive data transfer button.



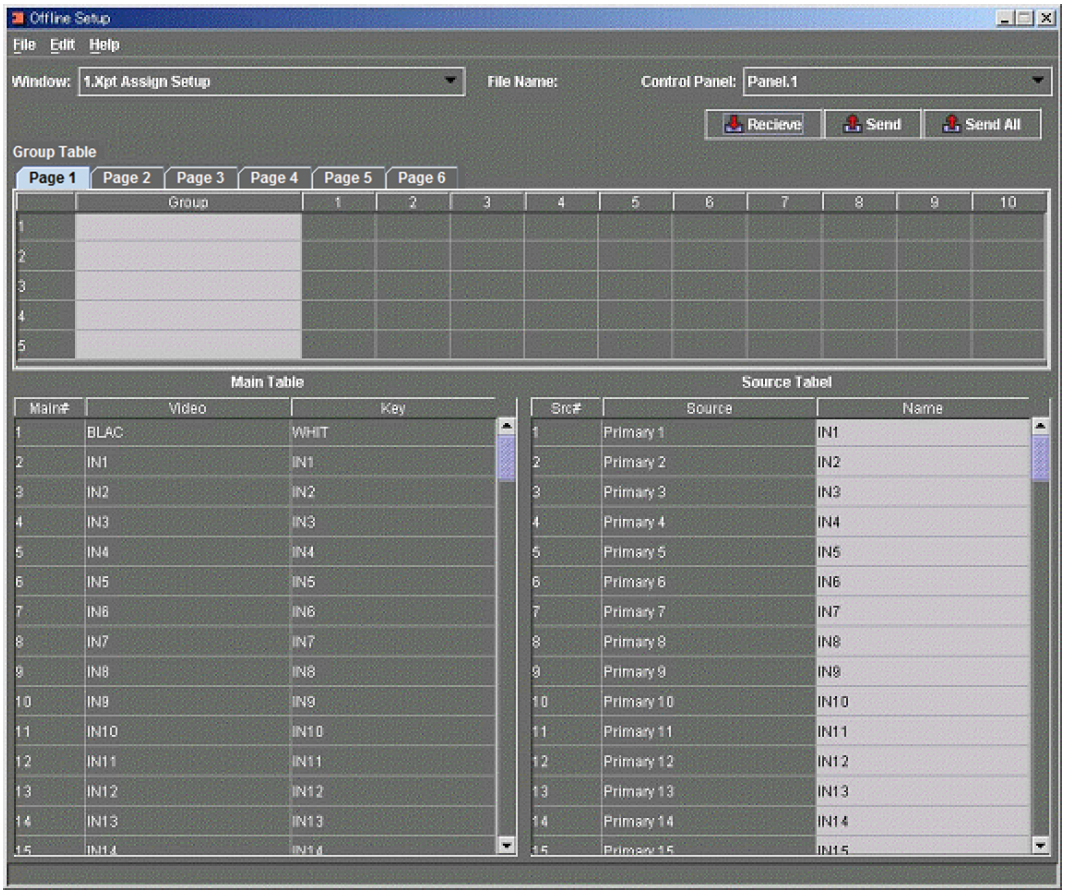

This starts reading in of the switcher cross-point assignment information, and the following message appears.




When the information has been read in, the following window appears.


**2** Click the OK button.

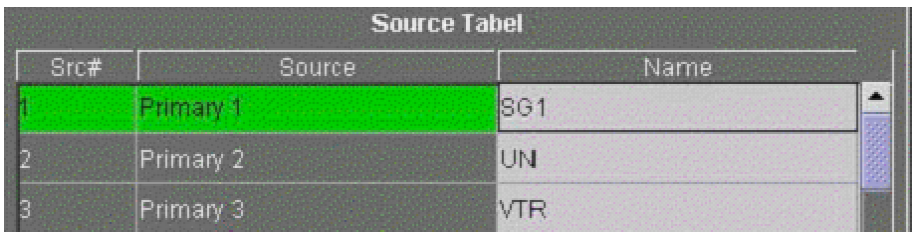
The information read from the switcher is listed in the Main Table and Source Table.




## Entering and assigning source names

Use the following procedure.

**1** Double-click on the Name input area of the Source Table.




This switches to character input mode.

**2** Enter characters from the keyboard, and press the Enter key.

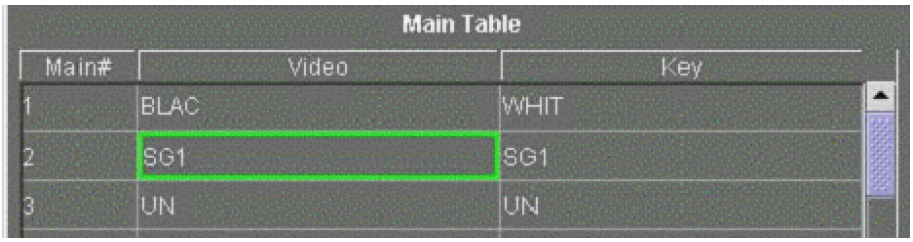
The source name changes.

**Note**

When you set a name in the Source Table, if an entry in the Main Table has the same name, it is also changed at the same time.

**3** Select the Video column or Key column in the Main Table.

A green border appears around the selected column.



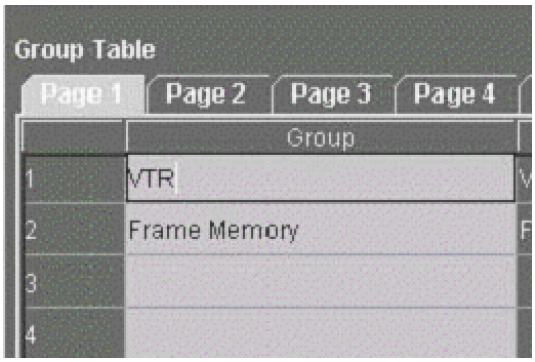

**4** In the Source Table column, click the input to be assigned.

This assigns the signal.

## Grouping input signals

Use the following procedure.

**1** Double-click the Group Name input area in the Group Table.

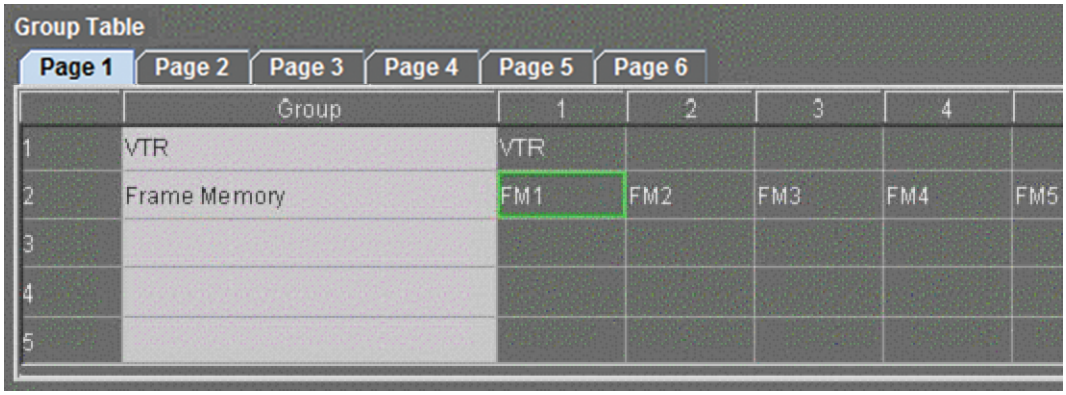



This switches to character input mode.

**2** Enter characters from the keyboard, and press the Enter key.

This confirms the group name.

**3** In the Group signal assignment area of the Group Table, click the desired column.




**4** In the Main# column of the Main Table, click the number you want to insert in the group.

The source name appears in the Group Table column.

**5** Repeats steps **3** and **4**, to display all of the group source names.

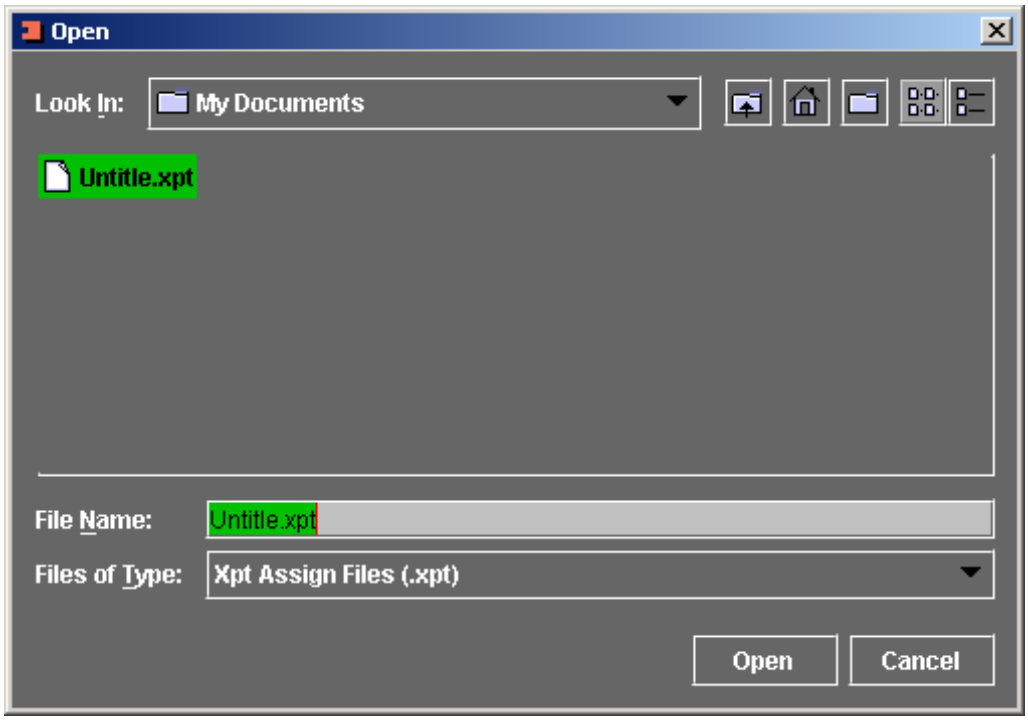
### To read in an existing group table

**Note**

When a table is displayed, executing the following operations clears the contents of the table and reads in only the group names from the specified file.

**1** In the File menu, select Import Group Table.


The following window appears.




**2** Specify the file, and click the Open button.

The data read in is reflected in the Group Table columns.

**Copy entries sequentially from signal 1 in the Main Table to the group table.**

In the Edit menu, select Initialize Group Table.


This copies entries sequentially from signal 1 in the Main Table to the group signal assignment area.

**Note**

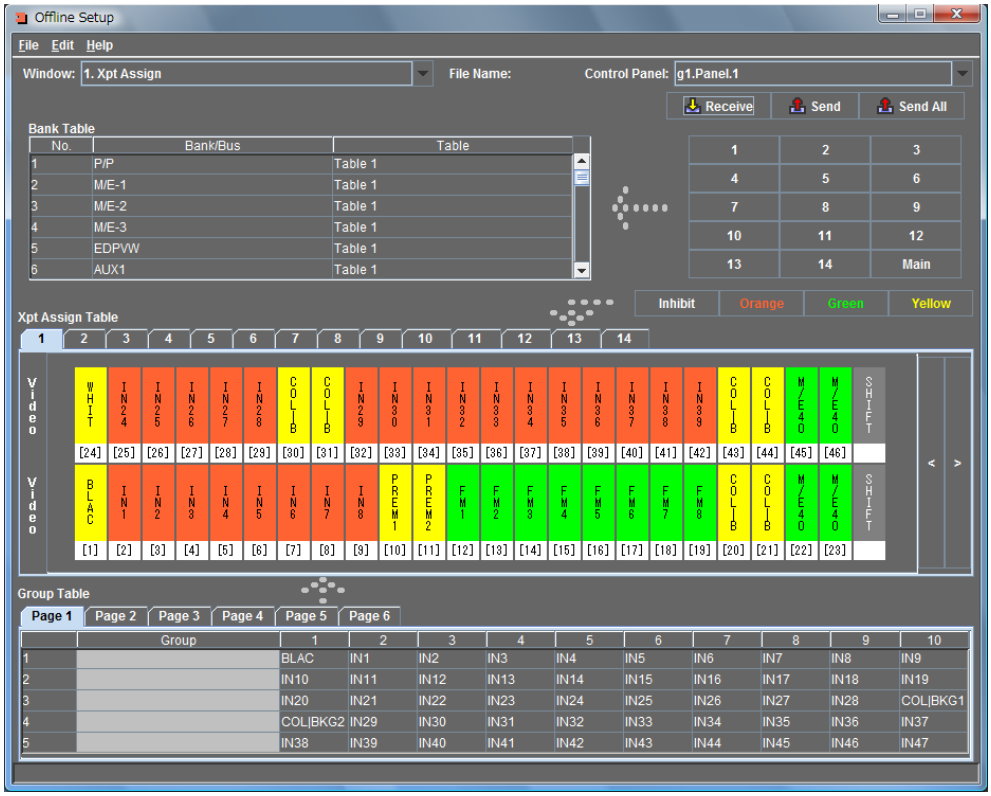
The Group Table allows up to 30 groups, from Page 1 to Page 6.

## Creating a table in the Xpt Assign window

Use the following procedure.

**1** In the Xpt Assign Setup window, click the Window column, and select Xpt Assign.

The following Xpt Assign window appears.




The cross-point assignment table information transferred from the switcher and the group information created in the Xpt Assign Setup window both appear.

**2** In the Bank Table, select the Bank/Bus for the table assignment.

The selected row appears in green. When the data is transferred from the switcher, all columns show “Main.”


**3** Click one of the table specification buttons (1 to 14), to change the assignment.

This is shown in the Table column.

**4** Click the one of the fourteen Xpt Assign Table tabs (1 to 14) for the table you want to change.

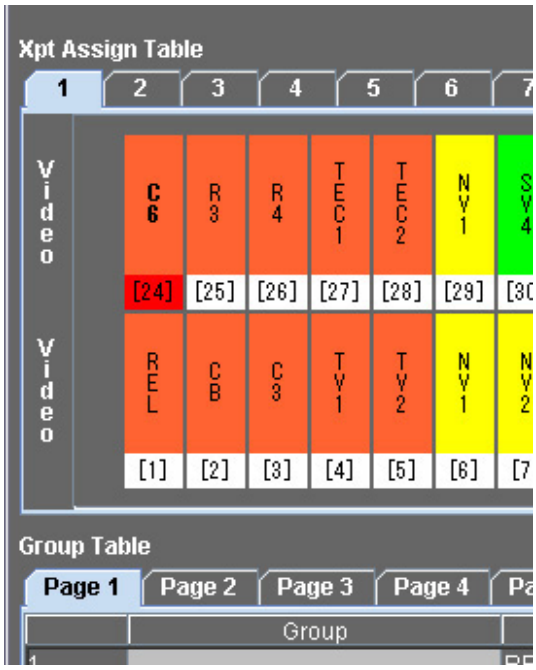
This changes the display in the Xpt Assign Table.

**5** Click the display of the button whose assignment you want to change.

The number portion appears red.

**6** In the Group Table, select the column corresponding to the signal to be assigned, and click.

This assigns the signal to the button.




**7** Repeat steps **5** and **6**, to carry out the required assignments, and create the table.

## Changing button display colors

Use the following procedure.

**1** In the Xpt Assign Table, select the button display whose color you want to change.

**2** Click the desired one of the color specification buttons (Orange, Green, or Yellow).

The button display color changes.

## Inhibiting a button operation

Use the following procedure.

**1** In the Xpt Assign Table, select the display of the button you want to inhibit.

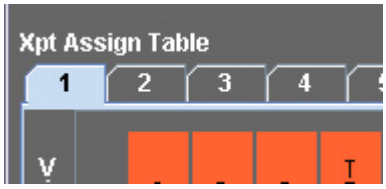
**2** Click the Inhibit button.

This inhibits operation of the button.

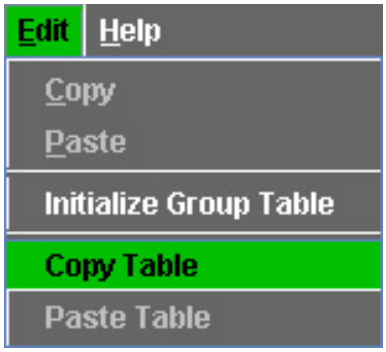
## Copying a cross-point assign table

Use the following procedure.

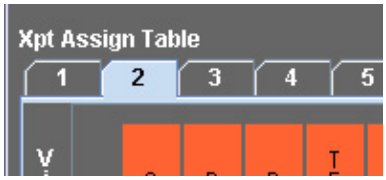
**1** In the Xpt Assign Table window, select the table to copy.



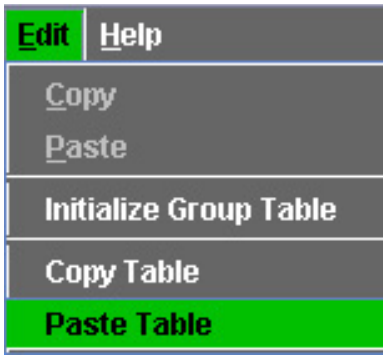
**2** In the Edit menu, select Copy Table.




**3** Select the table to which you want to copy.




**4** In the Edit menu, select Paste Table.

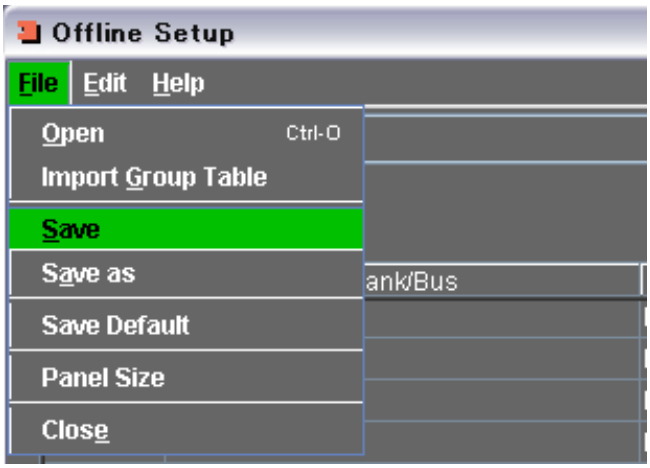



This copies the table.

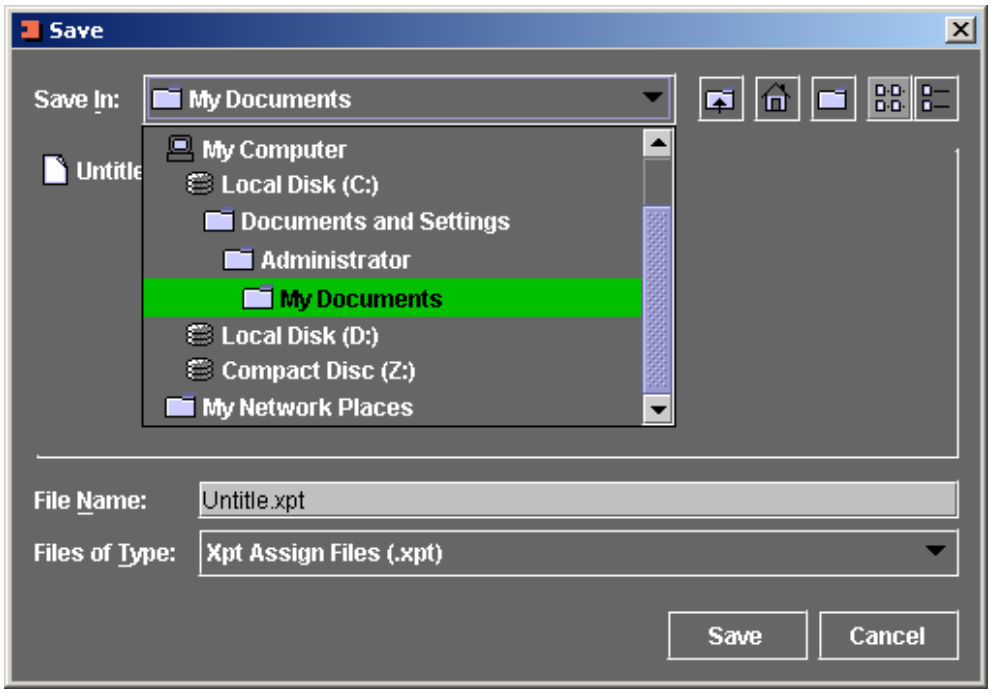
# Saving Cross-Point Setting Data

To save created cross-point setting data on a client computer, use the following procedure.

**1** In the File menu, select Save.




The following window appears.




**2** Enter the file name, and specify where you want to save the file from the pull-down menu.

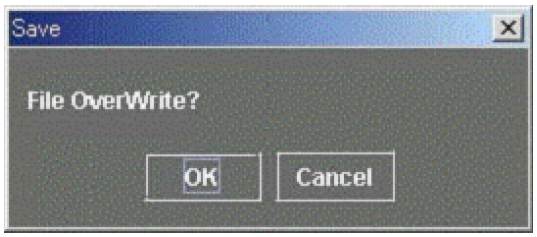
**3** Click the Save button.

To cancel saving, click the Cancel button.

When the save is completed, the file name appears in the File Name column.


### Overwriting data that has already been saved

When you select Save in the File menu, the following dialog box appears.

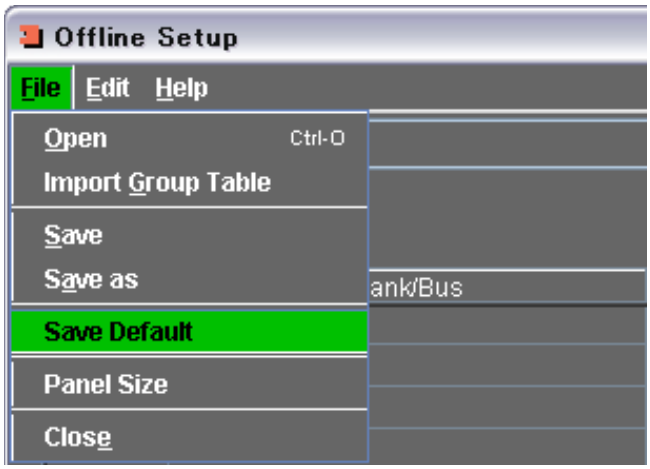



To overwrite the file with the new version, click the OK button, and to cancel click the Cancel button.

## Saving as default data

To save the created cross-point setting data as the default data for Offline Setup, use the following procedure.

In the File menu, select Save Default.

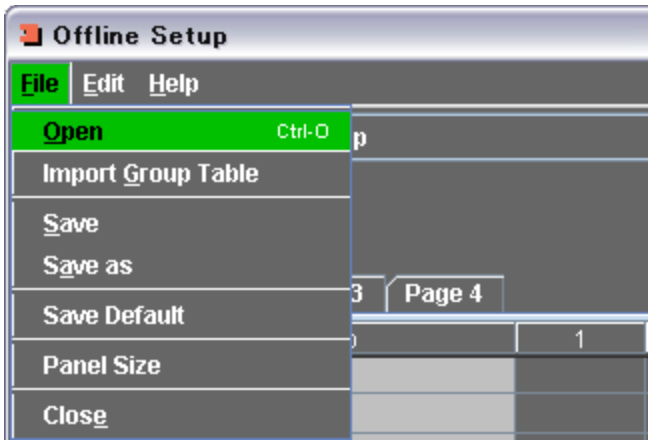



Default data is saved.

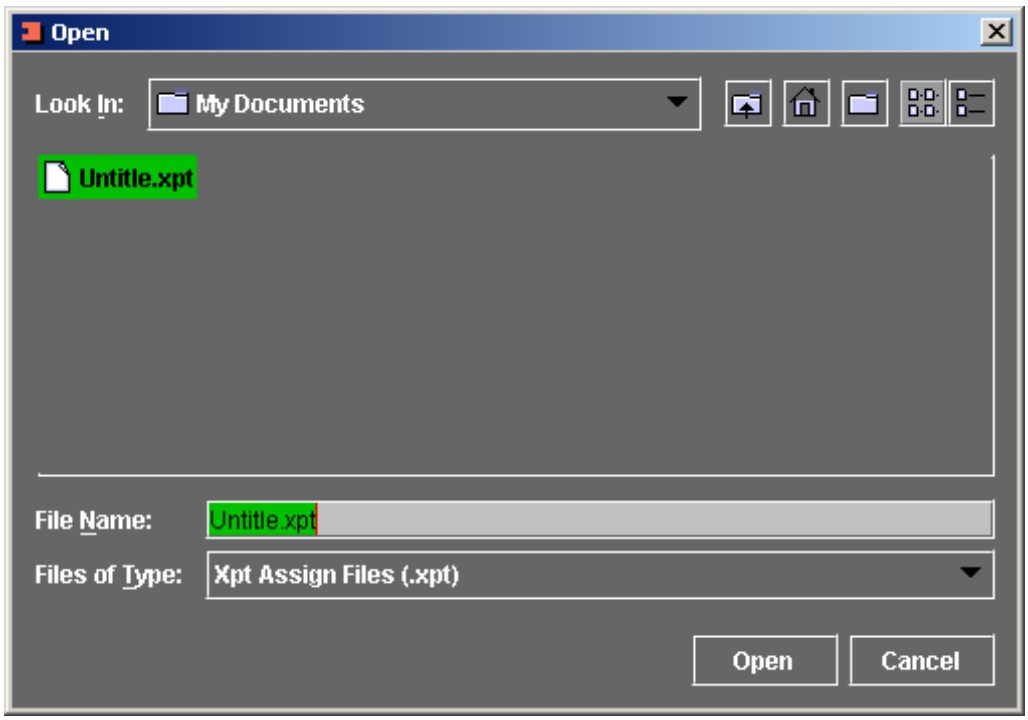
# Reading Out Saved Cross-Point Setting Data

To read out cross-point setting data saved on a client computer, use the following procedure.

**1** In the File menu, select Open.




The following window appears.




**2** Select the file from the pull-down menu.

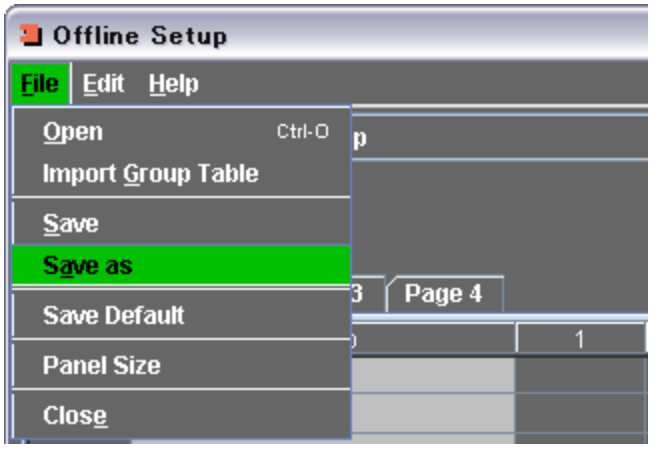
**3** Click the Open button.

To cancel, click the Cancel button.

### Saving setting data with a different name

To read out already saved setting data, then save it with a different name, use the following procedure.

**1** In the File menu, select Save as.




**2** Enter the file name, and specify where you want to save the file from the pull-down menu.

**3** Click the Save button.

# Transferring Cross-Point Setting Data to the Switcher

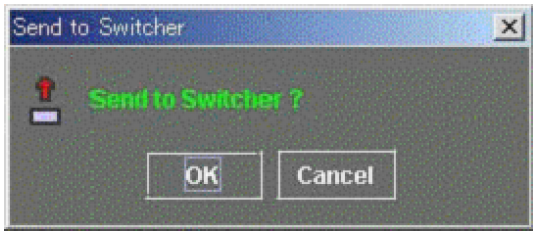
You can take cross-point setting data created and edited on the client computer, and transfer it to the switcher.
Use the following procedure.

**1** Open the edited/saved cross-point data file.

**2** In the data transfer buttons, click the Send button or the Send All button.

**Send:** Send the following data from the current operation window.
Xpt Assign Setup window: Source Table and Main Table data
Xpt Assign window: Bank Table and currently selected Sub Table data
**Send All:** Send all data relating to cross-point assignment to the switcher.

The following dialog box appears.




**3** To transfer the data, click the OK button.

To cancel, click the Cancel button.

When the transfer is completed, the following dialog box appears.


**4** Click the OK button.

The window closes.

# Chapter 7 PFV-SP Setup Software

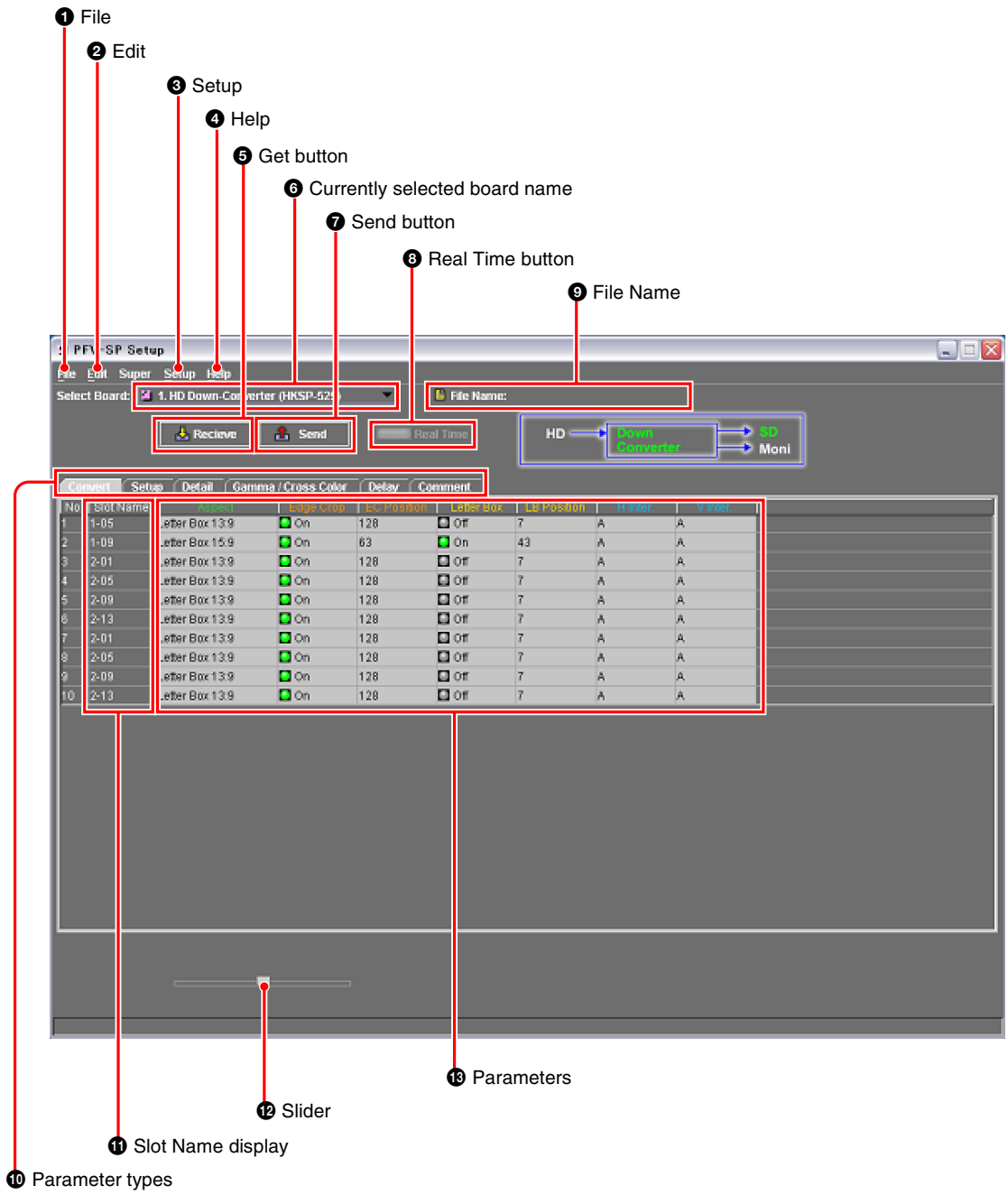
## Overview

Using PFV-SP Setup Software (BZPS-8002), in System Manager you can display the board configuration of a PFV-SP unit connected to the network, and can change settings.
You can also save a set of data, or copy to another board.

## Starting PFV-SP Setup Software

To start PFV-SP Setup Software, in the System Manager Main Menu window, select PFV-SP Setup.
If the PFV-SP Setup Software only is installed, double-click the PFV-SP Setup Software application icon on the desktop.

# Names and Functions of Parts of the PFV-SP Setup Window




**❶ File**

Click this to display the File menu. The File menu includes the following commands.

**New:** Clears the displayed data.

**Open:** Opens a file containing settings.

**Import Comment:** Reads comments only from a previously saved file.

**Save:** Saves settings as a file.

**Save as:** Saves as a file with a specified name.

**User Save:** Saves the current settings as user data on the board.

**User Recall:** Recalls user data.
**Factory Recall:** Returns to factory default settings.
**Close:** Exits the PFV-SP Setup Software.

**❷ Edit**
Click this to display the Edit menu. The Edit menu includes the following commands.
**Copy:** Copies the selected parameter value.
**Paste:** Pastes the selected parameter value.
**Copy Board:** Copies the state of the selected board.
**Paste Board:** Pastes the state of the selected board.
**Select All:** For getting or sending data, uses this to select all boards.

**❸ Setup**
Click this to display the Setup menu. The Setup menu includes the following commands.
**Group (Studio) No.:** Selects the group to which operations apply.
**Board Configuration:** Automatically recognizes the PFV-SP board configuration.
**Pass Word:** Sets the password to be used for User Save operation.

**❹ Help**
Click this to display the Help menu. The Help menu includes the following commands.
**Version:** You can check the version of the PFV-SP Setup Software.
**User's Guide:** Displays Chapter 7 of this User's Guide (PDF).

**❺ Get button**
After selecting a board, press this button to get the setting data from the board.

**❻ Currently selected board name**
Selects the type of board for operation from the following.
- HKSP-525 Down Converter
- HKSP-1125 Up Converter
- HKSP-008HD Frame Synchronizer
- HKSP-313 Color Corrector
- HKSP-105 A/V Multiplexer

**❼ Send button**
After selecting a board, press this button to send the data.

**❽ Real Time button**
Click this so that it is flashing, and board setting changes take effect on the board in real time.

**❾ File Name**
Displays the file name being used.
When you carry out an Open or Save as operation in the File menu, the file name you specify remains here.

**❿ Parameter types**
Selects the parameters to be displayed from grouped parameters.

**⓫ Slot Name display**
After the Board Configuration command of the Setup menu is executed, the values set on the CPU board of the PFV-SP unit are read out and displayed here.
The slot name can be set using File Manager.

**⓬ Slider**
Use this to adjust numeric values. For details, see *"Changing Board Setting Data" (page 114)*.

**⓭ Parameters**
Each row shows the parameters for a single board.

## Exiting PFV-SP Setup

To exit PFV-SP Setup, in the File menu select Close, or click the button at the top right.


If there is unsaved data when you exit, the following dialog box appears.

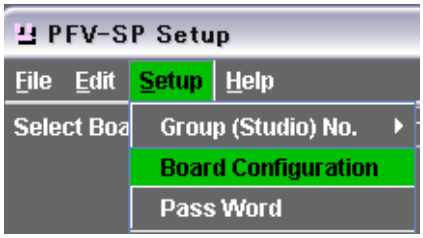

To save the changes, click the OK button, to exit without saving click the NO button, and to cancel the exit click the Cancel button.

# Checking the Board Configuration

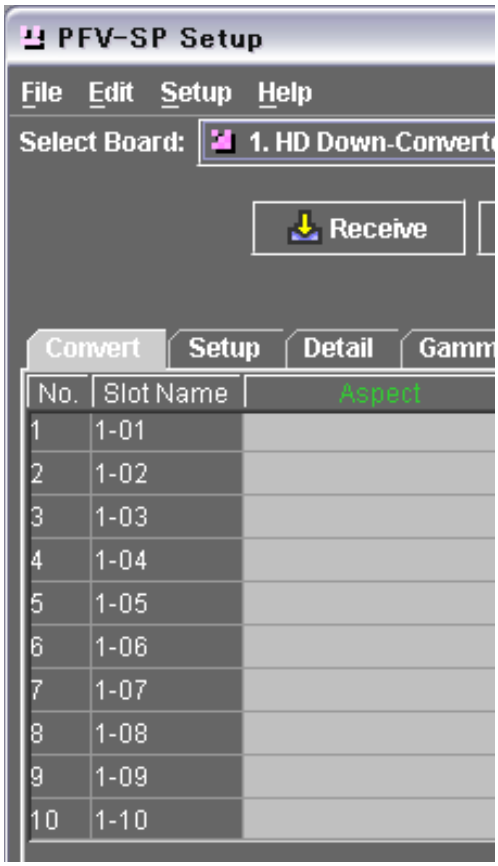
## When Using PFV-SP Setup Software for the First Time

When using PFV-SP Setup Software for the first time, it is necessary to carry out the following operation to automatically recognize the number of PFV-SP3100/3300 units, and the option board configuration.
When you start PFV-SP Setup Software for the first time, the following dialog box appears.


In the Setup menu, select Board Configuration.




The Slot Names recognizes for each group appear.



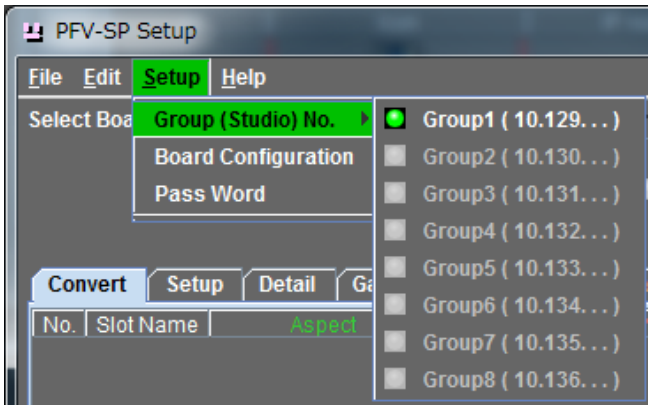

*To view the status of a different group, see the next item, "Selecting the Group to Which Operations Apply" (page 110).*

## Selecting the Group to Which Operations Apply

To apply operations to more than one group, select the groups to which operations apply.

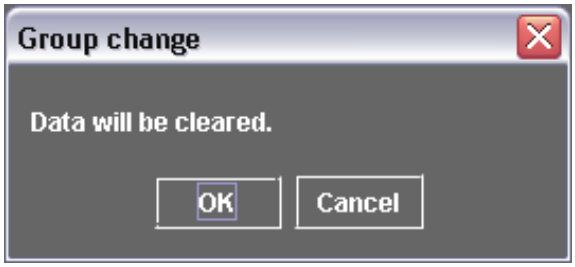
**1** In the Setup menu, select Group (Studio) No.

On the right, Group1 to Group8 appear.
In the following example, Group2 to 8 (grayed out) do not exist.



**2** Turn on the button for the group you want to display.

Since a large amount of data has to be processed for one group, when you change the group, the existing display data is first cleared.
Therefore, the following dialog box appears.




**3** To clear without saving the current display data, click the OK button.

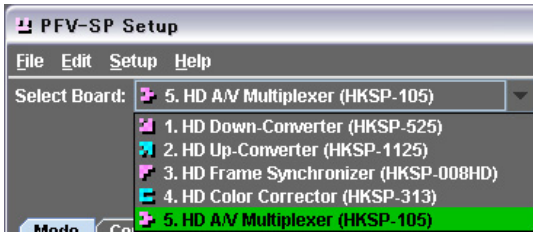
To save the current display data, click the Cancel button, then save as a file.

If you click the OK button, the display switches to the selected group.

## Selecting a Board Type

**1** In the Select Board column, click ▼.

A list of the names of the boards that can be selected appears.




**2** Select the board for which you want to make the settings.

This shows the board data included in this board name.

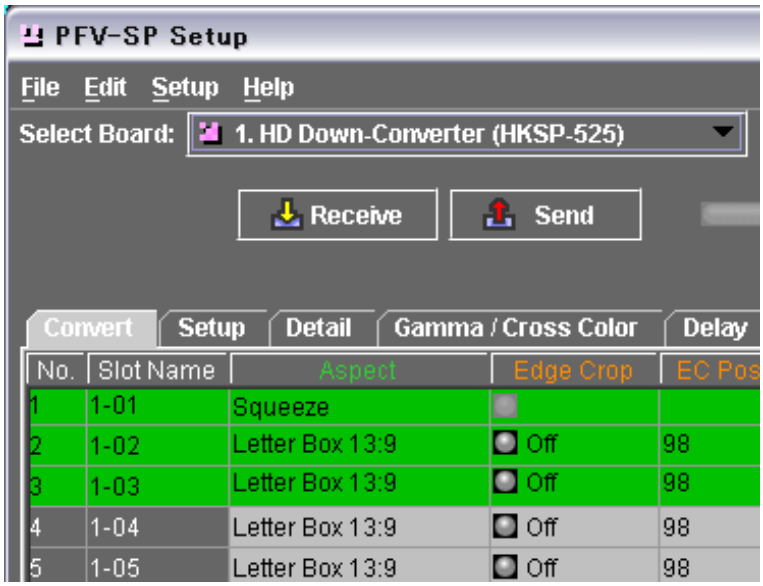
# Getting Board Setting Data



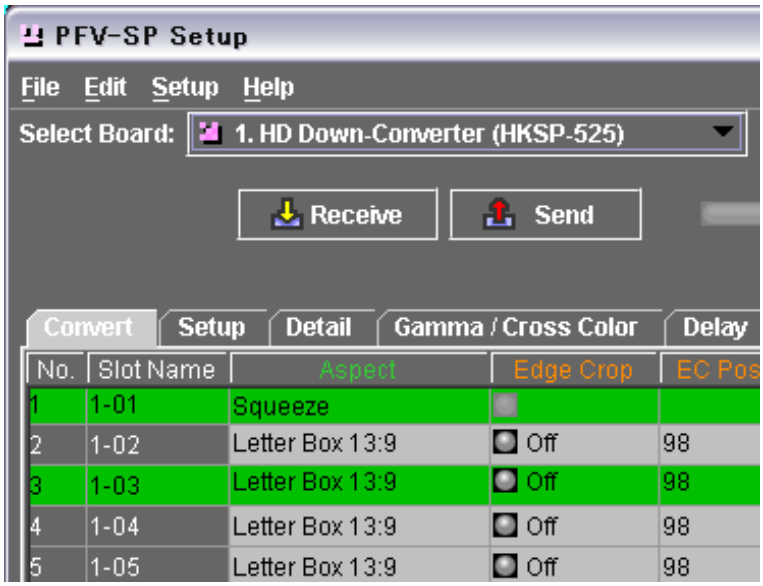
Use the following procedure.

**1** In the PFV-SP Setup window, click in the No. or Slot Name column to select a board.

**To select a consecutive range of boards**
Select the first board, then hold down the Shift key, and select the last board.




**To select nonconsecutive boards**
Select the first board, then hold down the Ctrl key, and select the other boards, one at a time.




**To select all boards**
In the Edit menu, select Select All.


**2** Click the Receive button.

This gets the setting information for the selected board or boards.

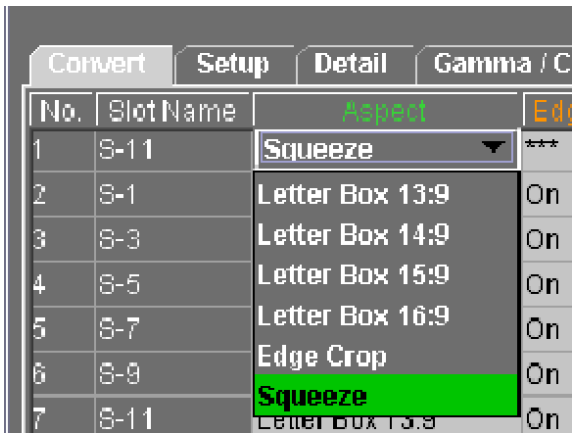
# Changing Board Setting Data



Use the following procedure.

**1** Double-click on the column of the setting value you want to change.

Candidate settings appear as follows.



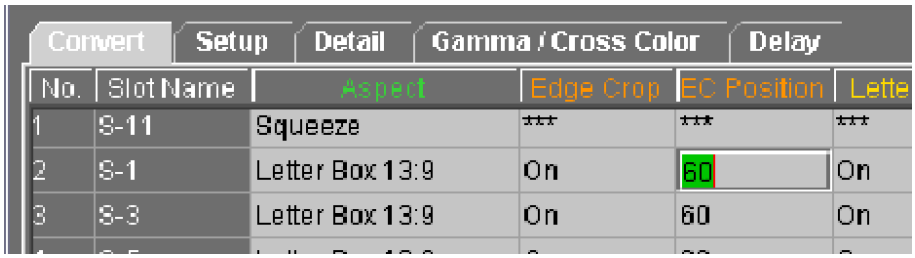

**2** Click the new value.

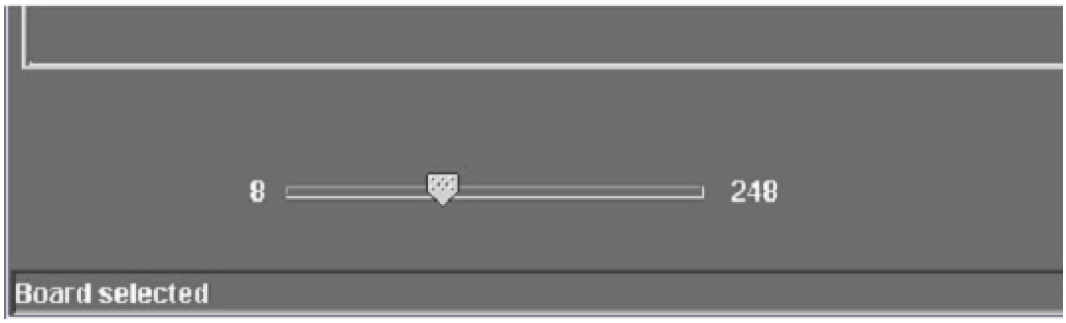
To update the value on the board itself, the value must be transferred to the board.

*For details of the method of transfer, see "Transferring Updated Values to a Board" (page 118).*

### To change numeric values

Either input the value directly, or use the slider at the lower left or the mouse wheel to adjust the value.



# Copying Board Setting Data

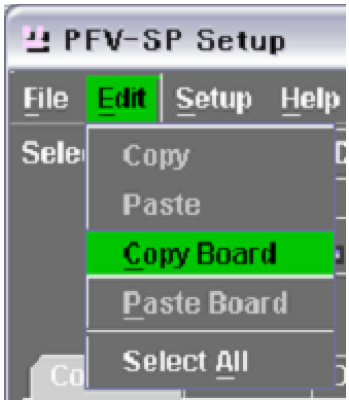


You can copy all of the settings of one board to a number of other boards, and can also copy a particular parameter from one board to other boards.

## Copying all of the setting data from a board

Use the following procedure.

1. In the PFV-SP Setup window, click in the No. or Slot Name column to select a board.
2. In the Edit menu, select Copy Board.

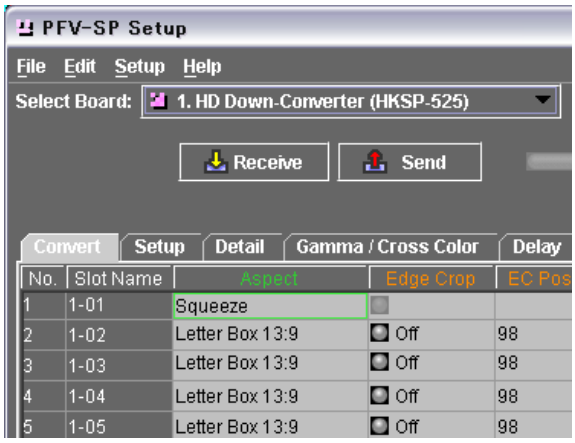



3. Select one or more boards to which you want to copy the data.
4. In the Edit menu, select Paste Board.

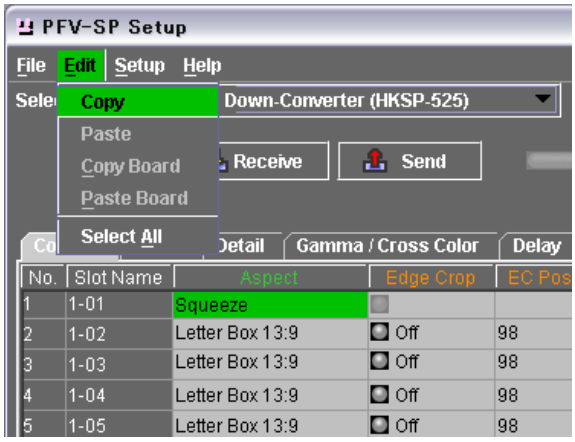

## Copying a single setting value

Use the following procedure.

1. Click the column of the setting you want to copy.

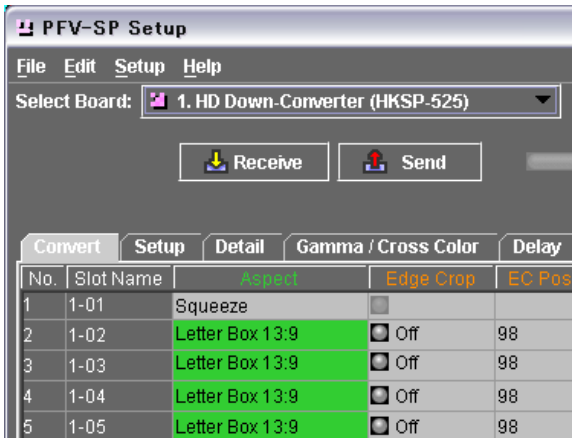



**2** In the Edit menu, select Copy.

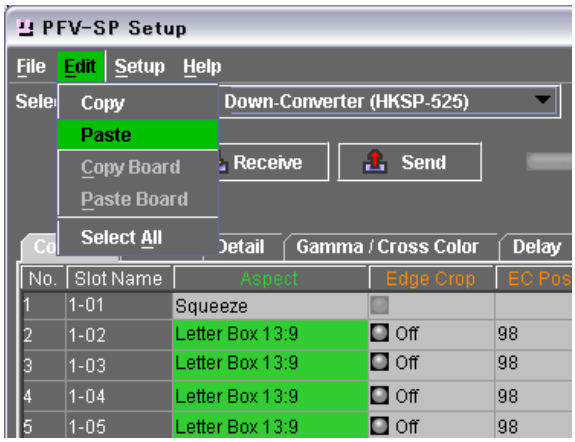



**3** Select the column to which you want to copy.

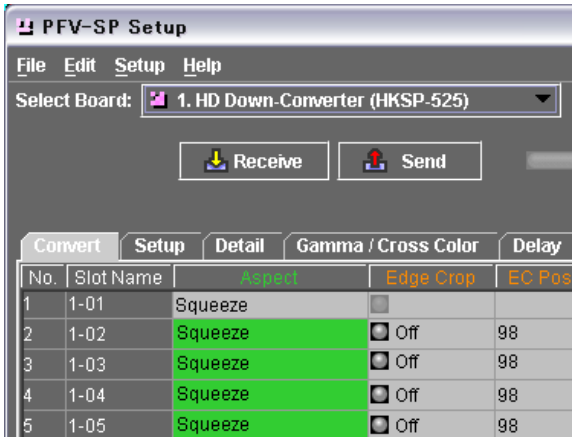
You can also select more than one column.




**4** In the Edit menu, select Paste.




The settings are copied as follows.



# Transferring Updated Values to a Board



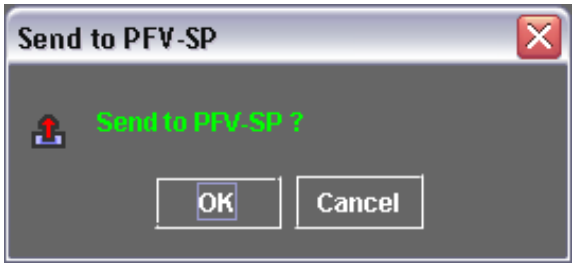
To transfer setting data that has been changed on the client computer to the board, use the following procedure.

**1** In the PFV-SP Setup window, click in the No. or Slot Name column to select a board or boards.

For details of how to select more than one board, see *"Getting Board Setting Data" (page 112)*.

**2** Click the Send button.


The following confirmation dialog box appears.




**3** To transfer the data, click the OK button, and to cancel click the Cancel button.

The transfer starts when you click the OK button.

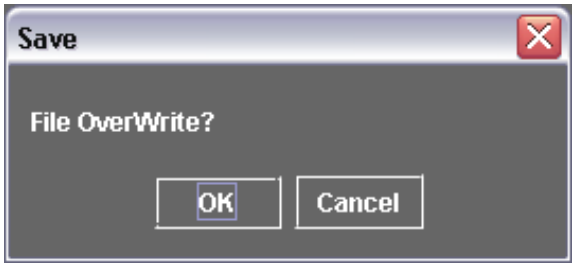
# Saving Board Setting Data in a File

## Overwriting the file

To save board setting data in a file on the client computer, use the following procedure.

**1** For a file that has already been saved, in the File menu select Save.


The following confirmation dialog box appears.



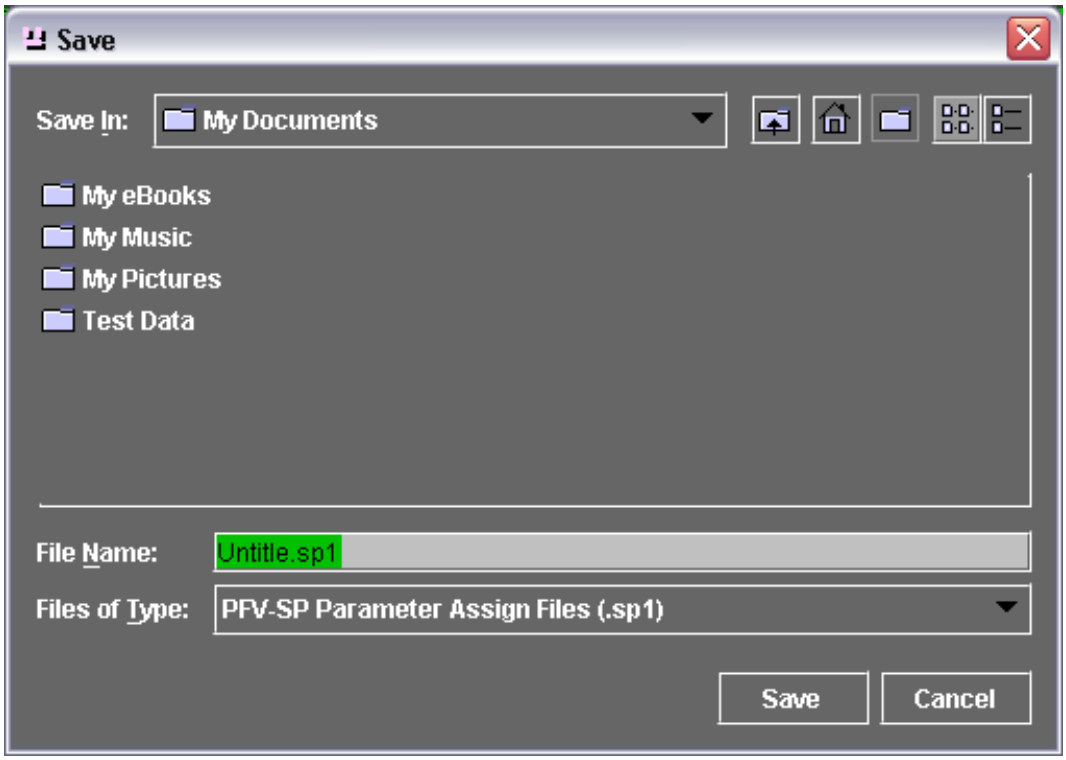

**2** To overwrite, click the OK button, and to cancel, click the Cancel button.

## Saving with a different name

To specify a file name for saving, use the following procedure.

**1** In the File menu, select Save as.

Depending on the currently selected group, the following file names are displayed by default.
“Untitle.sp1” to “Untitle.sp8”




**2** Enter the new file name.

If you do not enter the extension (“sp1” to “sp8”), it is added automatically.

**Note**

The directory in which the file is saved is specified as ‘root’ in the File Manager File menu.
If you change the setting of root in File Manager while PFV-SP Setup is open, the result is not reflected.
In this case, first close PFV-SP Setup, then re-open.

**3** Click the Save button.

To cancel saving, click the Cancel button.

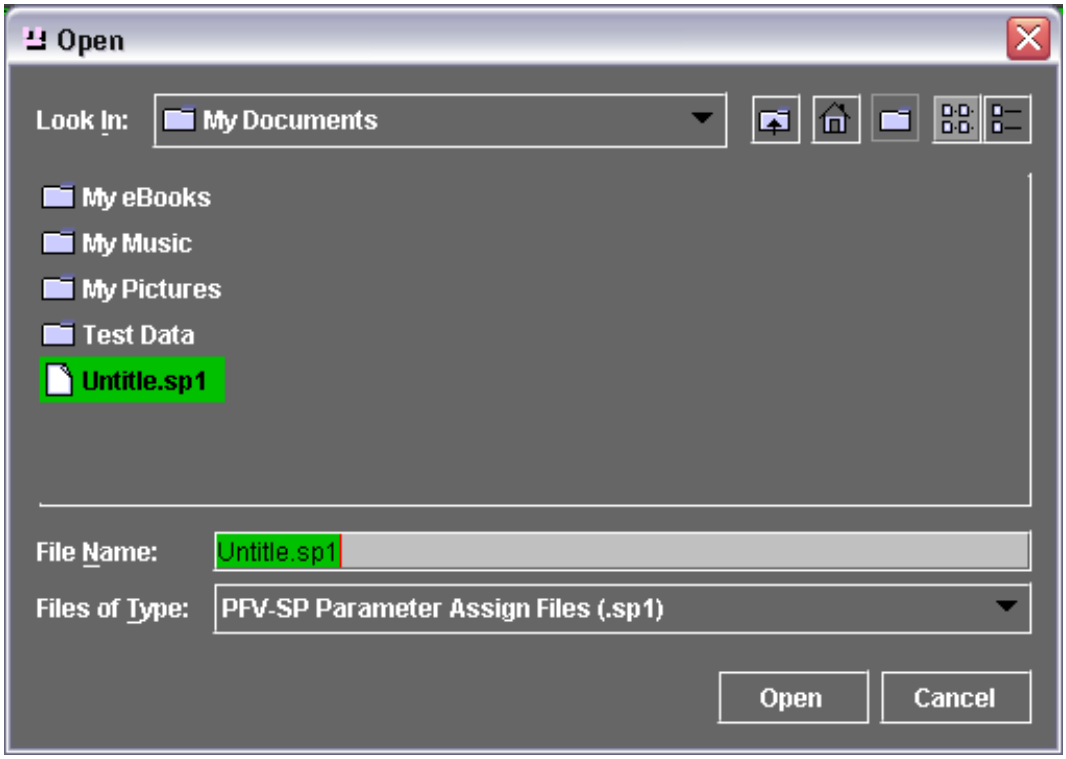
When the saving is completed, the file name appears in the File Name column.

# Reading Out Board Setting Data Saved in a File



**1** In the File menu, select Open.


Depending on the currently selected group, a list of files with the extension “sp1” to “sp8” appears.




**2** Select the file in the pull-down menu.

**3** Click the Open button.

To cancel, click the Cancel button.

If the currently displayed setting data is not saved when you click the Open button, the following dialog box opens.


**4** To save the displayed data, click the OK button and save.

To continue reading the data without saving, click the NO button, and to cancel reading click the Cancel button.

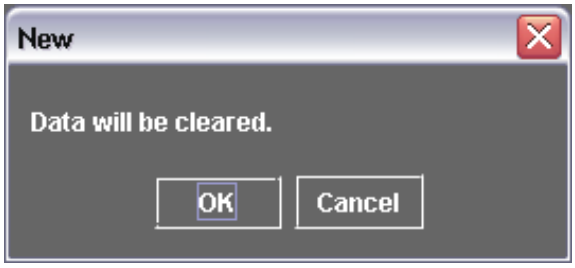
# Clearing Display Data



When getting only a part of the board setting data, for example, you can first clear all unwanted data from the display.

**1** In the File menu, select New.


The following confirmation dialog box appears.




**2** To clear, click the OK button, and to cancel, click the Cancel button.

When you click the OK button, the display data is cleared.

# User Data and Factory Data



**Note**

The following three functions do not apply to the HKSP-008, but only to the HKSP-313, 525, and 1125.

## Saving the current settings on the board

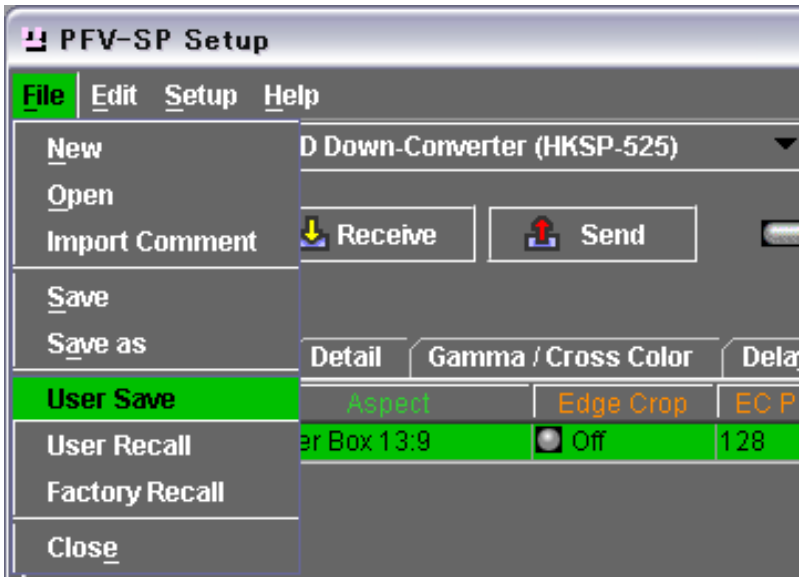
Use the following procedure.

1. Select the board on which you want to make the save.

   When your password was set, entering the password is required.

2. In the File menu, select User Save.

   This saves the current settings as user data on the board.




## Recalling user data from a board

Use the following procedure.

1. Select the board from which you want to recall the data.

2. In the File menu, select User Recall.

   This recalls the data saved as user data on the board, and applies it as settings on the board.

## Resetting the board to the factory default

Use the following procedure.

1. Select the board you want to reset.

2. In the File menu, select Factory Recall.

   This returns all board settings to their factory defaults.

*For details of the factory defaults for individual boards, refer to the Installation Manual supplied with the board.*

# Displaying Unit Numbers and Slot Numbers

Click the Comment tab showing the parameter type.
This shows the PFV-SP Unit No. and Slot No. in which the board is installed.

# Entering a Comment

In the Comment column you can enter text of up to 80 characters.

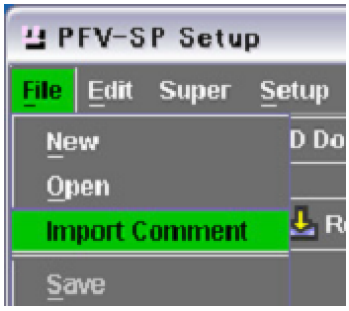

## Entering a comment

Double-click the Comment column, then enter the text.

## Importing a comment from a file

Since the comment information is not obtained from the board, the comment part only can be read from a file saved on the client computer.
Use the following procedure.

**1** In the File menu, select Import Comment.




A file selection dialog box appears.

**2** Select the board setting data including the comment.

This reads the comment part, and displays it.

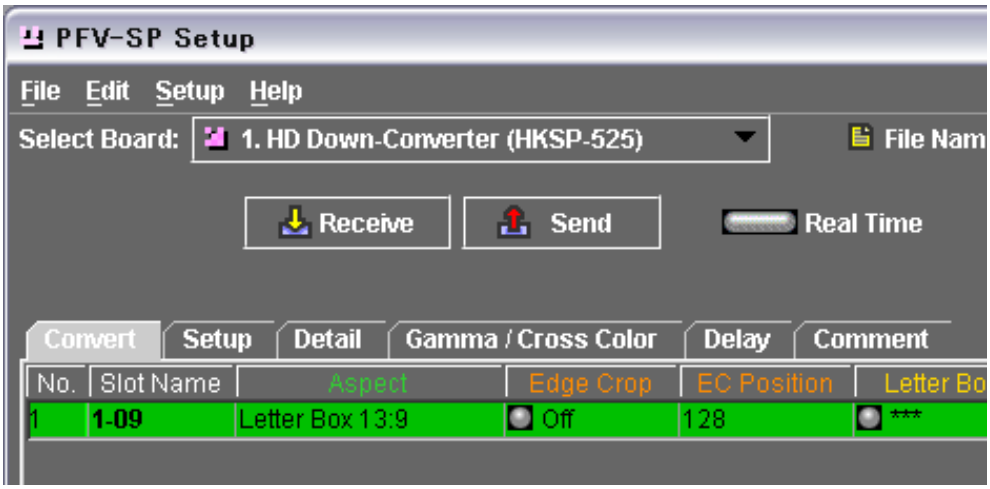
# Real Time Mode



In real time mode, changes to the board setting data are reflected immediately on the corresponding board.

## To switch to real time mode

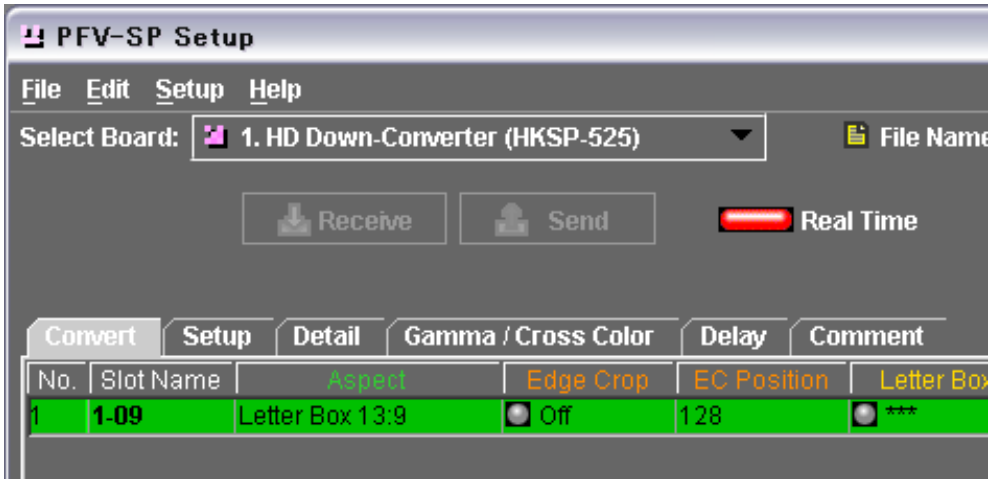
**1** Click the Real Time button.




Because it may be dangerous to have the settings reflected immediately, the following dialog box appears.


**2** To proceed, click the OK button, and to cancel, click the Cancel button.

If you click the OK button, this switches to real time mode.
While operating in real time mode, the Real Time button flashes red.


PFV-SP Setup
File Edit Setup Help
Select Board: 1. HD Down-Converter (HKSP-525)
File Name
Receive
Send
Real Time
Convert Setup Detail Gamma / Cross Color Delay Comment
No. Slot Name Aspect Edge Crop EC Position Letter Box
1 1-09 Letter Box 13:9 Off 128 ***

# Chapter 8 Frame Memory Recall

## Overview

Frame Memory Recall provides the following functions.

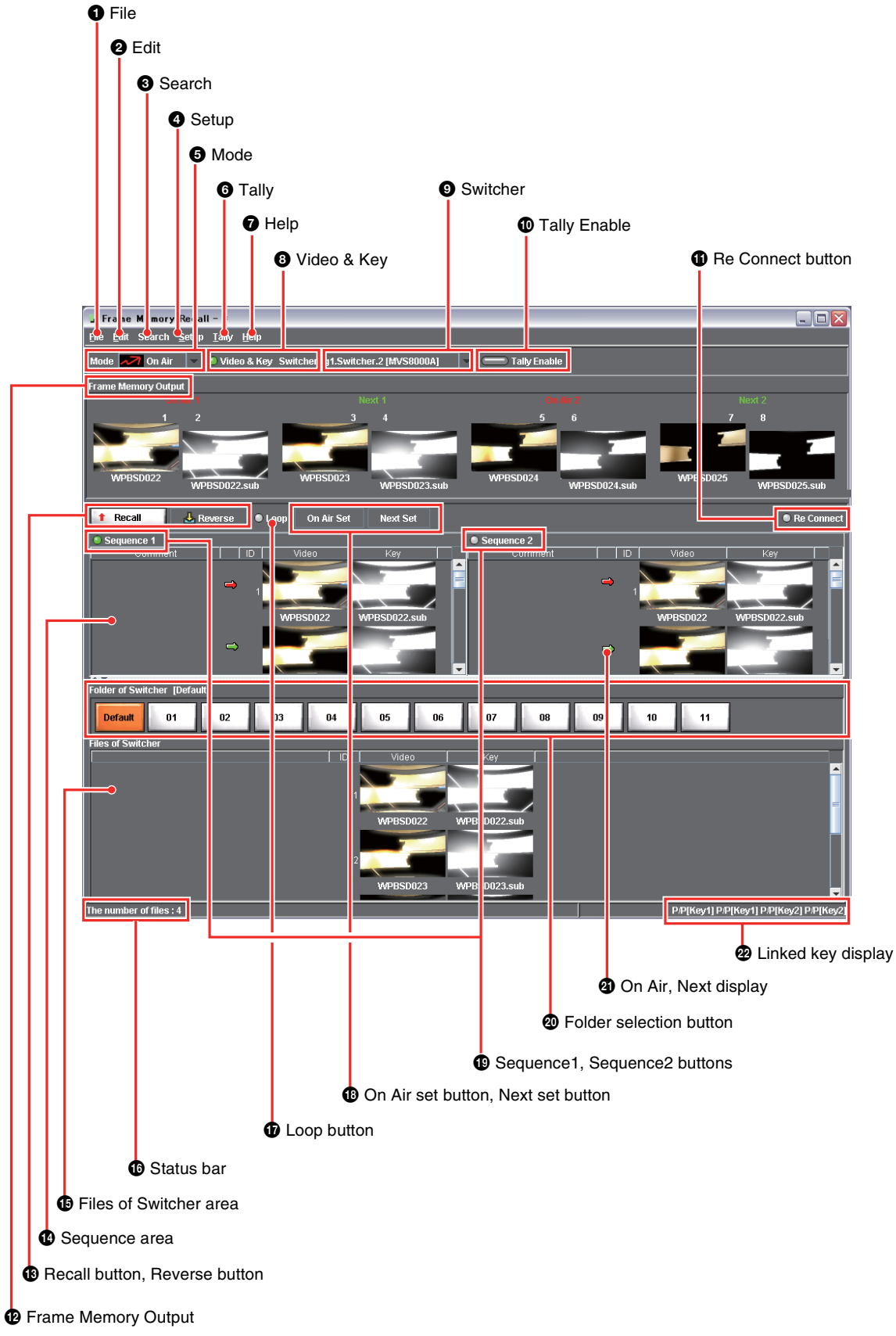
- You can read in thumbnails created on the switcher, and select individual frames to be output from a specified frame memory.
- You can arrange selected thumbnails in any order, to create an original sequence file, which can then be saved and recalled.
- You can convert video images to key images.

## Starting Frame Memory Recall

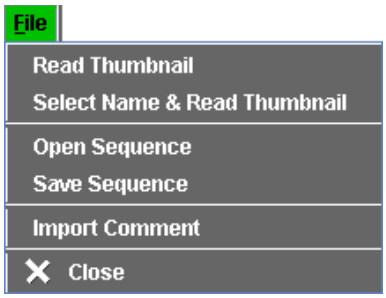
To start Frame Memory Recall, in the System Manager Main Menu window, select Frame Memory Recall.


The Frame Memory Recall window appears.

# Names and Functions of Parts of the Frame Memory Recall Window



### ❶ File




Click this to display the File menu. The File menu includes the following commands.

**Read Thumbnail:** Reads thumbnails from the switcher. The thumbnails read appear in the area in the lower part of the window labeled "Files of Switcher."

**Select Name & Read Thumbnail:** Specifies the first few characters of the thumbnail name, to read out the matching thumbnails.

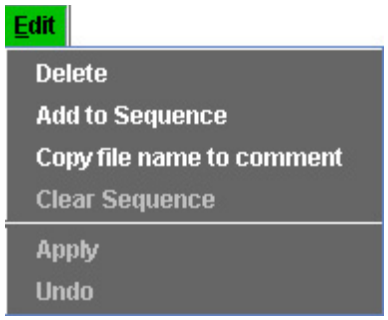
**Open Sequence:** Opens a saved sequence file. The file name appears in the title bar of the window.

**Save Sequence:** Saves a sequence created in the Sequence area as a sequence file.

**Import Comment:** Reads the contents of a text file into the Comment field for Sequence 1 or Sequence 2.

**Close:** Exits Frame Memory Recall.

### ❷ Edit




In Edit mode, click this to select from the following commands.

**Delete:** You can delete thumbnails from a sequence, or depending on the operation in the Files of Switcher area, delete an image file from the switcher.

**Add to Sequence:** Adds the selected thumbnails to Sequence 1 or Sequence 2.

**Copy file name to comment:** Copies the name of the thumbnail in the sequence field to the Comment field.

**Clear Sequence:** Clears the entire sequence, on either the left or the right.

**Apply:** Applies the changes made in the Files of Switcher area to the switcher itself.

**Undo:** Before an Apply operation, you can undo the effect of the operation.

### ❸ Search

Thumbnail search by name can be carried out.

*For details, see "Searching for Thumbnails by Name" (page 148).*

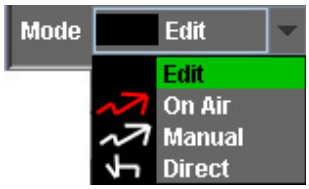
### ❹ Setup

Specifies a frame memory sequence for On Air.

*For details, see "Assigning On Air and Next to Arbitrary Frame Memory Outputs" (page 146).*

**Check Recall V&K Mode:** To save the pair mode setting (Video & Key or Video Only) with the sequence to be recalled in On Air mode, select this item.

### ❺ Mode




Click this to select one of the following modes in the box on the right.

**Edit:** You can create a sequence, or carry out video to key conversion.

**On Air:** The sequence advances on the timing at which a key is removed on the switcher. You can also advance by clicking the Recall button.

**Manual:** The image of a thumbnail double-clicked in the Files of Switcher area is output from frame memory.

**Direct:** In the direct mode pressing a thumbnail executes a direct recall.

### ❻ Tally


In On Air mode (when On Air is selected in the Mode menu), this displays a dialog box for selecting which key on the switcher is linked.

### ❼ Help

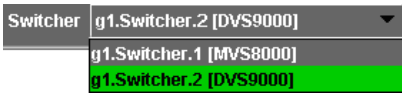

**User's Guide:** Displays Chapter 8 of this User's Guide (PDF).

### ❽ Video & Key


When you click on this part, turning it on, frame memory operations apply to a video and key pair. When this is off, operations apply to video only. The result of the operation is also reflected in the switcher control panel.

If this setting is saved with the sequence when it is created, the setting can be recalled in On Air mode.

**❾ Switcher**




When more than one switcher is connected, select one.

**❿ Tally Enable**

Select whether to receive a status notification when a key is removed on the switcher.


**⓫ Re Connect button**

Press this to reconnect to the switcher.

**⓬ Frame Memory Output**

This shows which of switcher frame memories 1 to 8 the image is output from.
In Manual mode, select the output for an operation here.
For an MFS-2000 switcher, the range is from 1 to 6.

**⓭ Recall button, Reverse button**

In the On Air mode, press the Recall button to execute the selected sequence (1 or 2) one step at a time. Press the Reverse button to execute the sequence in the reverse direction.
When the checkbox of Check Recall V&K Mode in the Setup menu is selected, recalling a sequence saved with its pair mode setting displays the images of the sequence according to the setting.

**⓮ Sequence area**

This shows a sequence of thumbnails arranged in a particular order.
For an MFS-2000 switcher, only Sequence 1 on the left appears.

**⓯ Files of Switcher area**

This shows thumbnails of the image data held in the switcher frame memory.

**⓰ Status bar**

If an attempt is made to read a thumbnail from the switcher, but the thumbnail does not exist, then the message “Not Found!” appears here.

**⓱ Loop button**

When executing a sequence with the Recall button or Reverse button, this specifies whether or not to loop from the end to the beginning.

**⓲ On Air Set button, Next Set button**

In On Air mode, select a thumbnail from the sequence and press the On Air Set button to put it in the On Air position. Similarly, press the Next Set button to put it in the Next position.

**⓳ Sequence1 button, Sequence2 button**

Press one of these buttons to select one of the Sequence areas, left or right, to which operations apply.

**⓴ Folder selection buttons**

These show the selected frame memory folder in the switcher.
Press one of them to select a folder and then press the Read Thumbnail button to output thumbnails from the selected folder only.

**㉑ On Air indication (red), Next indication (green)**

These show the points in the sequence for On Air and Next.

**㉒ Linked key display**

This shows the linked keys on the switcher side.

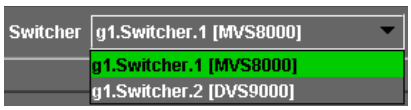

## Exiting Frame Memory Recall

To exit Frame Memory Recall, select Close in the File menu, or click the button at the top right.

# Reading Thumbnails From the Switcher

## Selecting the Switcher

When more than one switcher is connected, it is necessary to select the switcher from which thumbnails will be read.
The name of the currently selected switcher (the name specified under Description in the System Manager Device Monitor and the Device Name) appears in the Switcher box in the Frame Memory Recall window.
To change the selection, click ▼ and select the switcher name.




## Selecting the Video Mode

Select whether to read video only or video and key information when reading thumbnails from the switcher.
In the Frame Memory Recall window, if you click Video & Key, turning it on, operations apply to a video and key pair. When this is off, operations apply to video only.


**Note**
If this mode is changed in System Manager, the control panel mode is also automatically changed.

## Selecting a Frame Memory Folder of the Switcher

When reading thumbnails from the switcher, it is possible to select a frame memory folder of the switcher.

**Notes**
- Creating and deleting folders is carried out with the switcher control panel.
- The result of creating and deleting folders is immediately reflected in the System Manager.
- You can create up to twelve folders including a default folder.

In the Frame Memory Recall window, press one of the following folder selection buttons.


After selecting a folder, selecting File >Read Thumbnail outputs thumbnails from the selected folder only.

Then, pressing another folder selection button displays the thumbnails that were last time output from the selected folder. The color of the pressed button turns orange.

## Reading and Displaying Thumbnails From the Switcher

In the Frame Memory Recall window File menu, select Read Thumbnail.


The thumbnails read from the switcher and file names appear in the Files of Switcher area.

**Note**

Only the thumbnails of frame memory data stored in the first board can be read.

## Specifying a Thumbnail Name to Read From the Switcher

By specifying the first few characters of the thumbnail name, you can read out the matching thumbnails.

**1** From the File menu of the Frame Memory Recall window, select Select Name & Read Thumbnail.


**2** Enter the required characters in the text entry dialog box.

For example, to display just the thumbnails beginning “ABC,” enter “ABC.”


**3** Click the Read Thumbnail button.

This displays the specified thumbnails only. The specified characters appear at bottom right in the Frame Memory Recall window.


**Note**

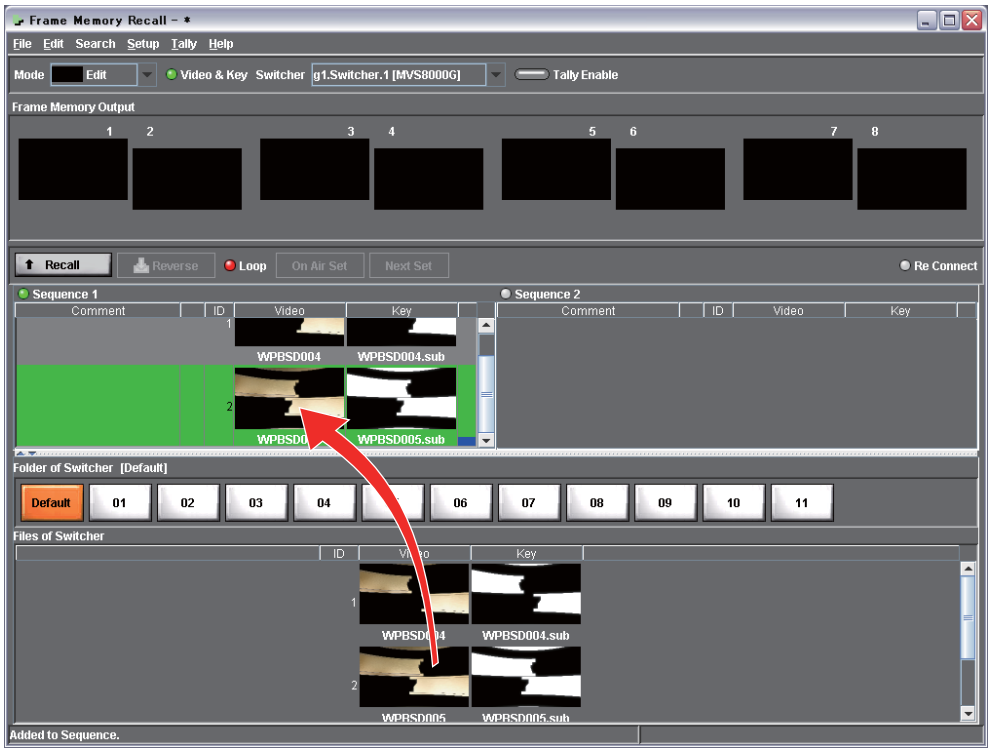
Only the thumbnails of frame memory data stored in the first board can be read.

# Creating a Sequence of Thumbnails – Edit Mode

In Edit mode, you arrange thumbnails read from the switcher in any particular order, to create a sequence. You can save the created sequence as a computer file.

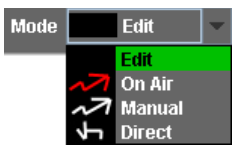
You can create two sequences, on the left and the right; on the left is sequence 1, which uses Frame Memory Outputs 1 to 4, and on the right is sequence 2, which uses Frame Memory Outputs 5 to 8.

For an MFS-2000 switcher, only sequence 1 appears.




## Creating a New Sequence

**1** Click Mode in the Frame Memory Recall window, and select Edit.




**2** In the File menu, select Read Thumbnail.

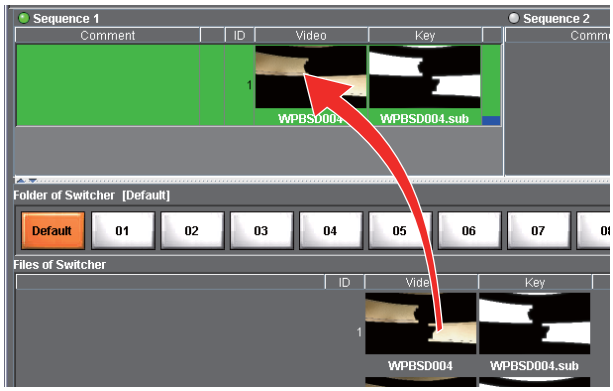

The thumbnail read from the switcher appears in the Files of Switcher area.

3 Select the left or right Sequence area.

Click Sequence 1 (left) or Sequence 2 (right).


4 In the Files of Switcher area, double-click the thumbnail you want to begin the sequence.

This includes the selected thumbnail in the sequence.




5 Repeat step **4** to create the desired sequence of thumbnails.

### To add multiple thumbnails to a sequence

Carry out the procedure up to step **3** above, then continue as follows.

1 In the Files of Switcher area, select multiple consecutive thumbnails.

This operation is the same as a normal selection in Windows.

2 In the Edit menu, select Add to Sequence.

## To delete a thumbnail

1 In the Sequence area or Files of Switcher area, select the thumbnail to be deleted.

2 In the Edit menu, select Delete.

3 If you deleted a thumbnail in the Files of Switcher area, to apply this operation to the switcher itself, select Apply in the Edit menu.

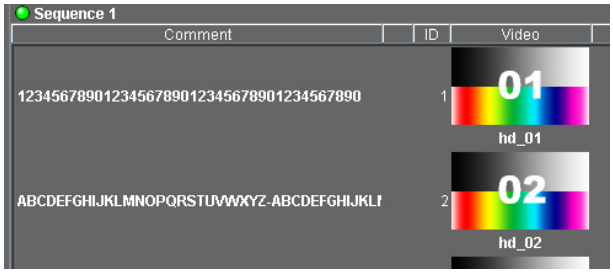
## To Read In the Contents of a Text File to the Comment Field

1 Click Sequence 1 or Sequence 2.

2 In the File menu, select Import Comment.

3 Enter the text file name.

This copies the contents of the text file to the Comment field.

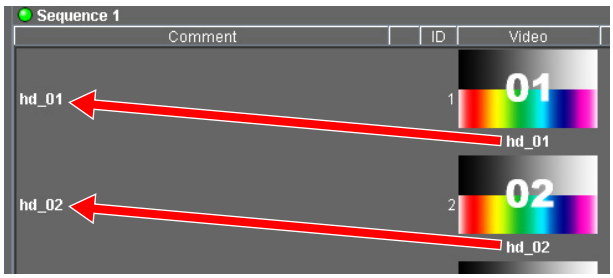



### To copy the names of thumbnails in the sequence to the Comment field

1 Click Sequence 1 or Sequence 2.

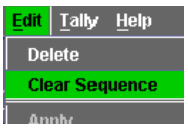
2 In the Edit menu, select Copy file name to comment.

This copies the thumbnail names to the Comment field.




### To clear the entire sequence within the area

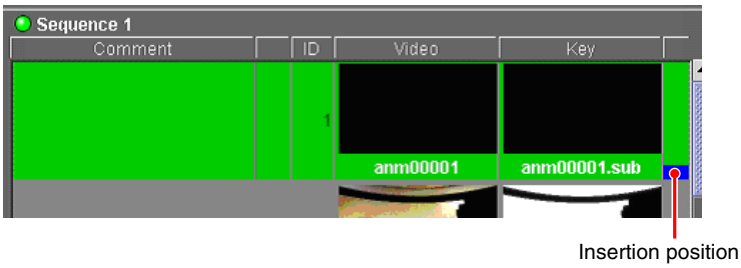
In the Edit menu, select Clear Sequence.




### To insert a thumbnail into a sequence

1 Double-click the thumbnail immediately before the insertion position.

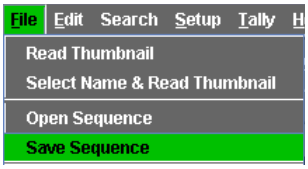
2 In the Files of Switcher area, double-click the thumbnail to be inserted.




This inserts the thumbnail at the specified position.

## Saving a Sequence as a File

1 In the Frame Memory Recall window File menu, select Save Sequence.

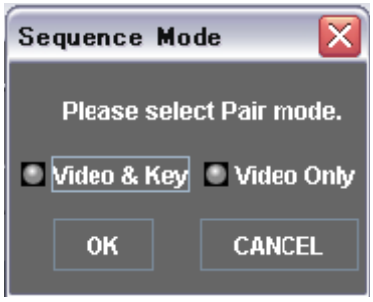



**2** Enter the file name, and click the Save button.

This saves the current contents of the Sequence area as a file.
When you save or open a sequence, the file name appears in the title bar of the window.


### To set pair mode

A sequence is saved with its pair mode setting (Video & Key or Video Only). When the sequence consists of the thumbnails in the different pair modes, the following dialog appears.




Select Video & Key or Video Only, and click the OK button.

The selected mode is saved with the sequence.

## Recalling a Saved Sequence File

**1** In the Frame Memory Recall window File menu, select Open Sequence.

**2** Select the file, and click the Open button.

This opens the specified sequence file, and the thumbnails appear in the Sequence area.

### When the sequence includes the pair mode setting

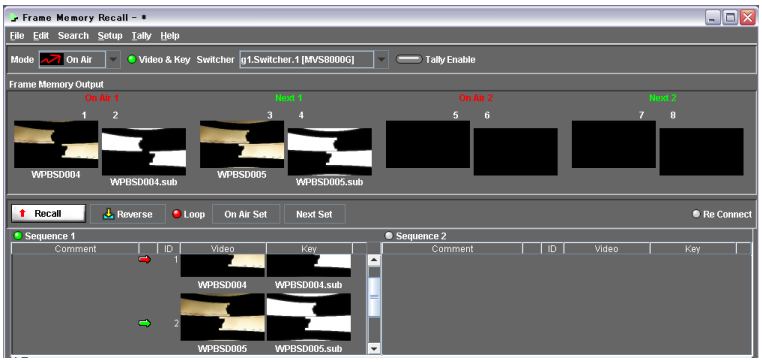
To recall the pair mode setting (Video & Key or Video Only) with a sequence, it is necessary to have previously selected the checkbox of Check Recall V&K Mode in the Setup menu.
Even if the sequence is set for Video Only mode, recalling it with the checkbox enabled displays the sequence in Video & Key mode (only in On Air mode).

**Note**

The sequences created by Version 7.25 or earlier cannot save their pair mode settings and therefore are not displayed in the mode.

# Linking Frame Memory Sequencing to Key Removal – On Air Mode

In On Air mode, the frame memory sequence advances by one frame each time a specified key is removed on the switcher, recalling the next still image. You can specify the associated key in two groups, for frame memories 1 to 4 and 5 to 8. When this key is removed from the video, the images in frame memories 3 and 4 (or 7 and 8) are output to 1 and 2 (or 5 and 6), recalling the next images in sequence.



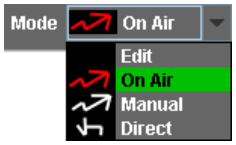

## Linking Frame Memory Sequencing to Key Removal

Use the following procedure.

**1** First transfer the still images for final switcher output (On Air) to the switcher, for example using File Manager.

*For details, see "Transferring Still Images to Switcher Frame Memory" (page 60).*

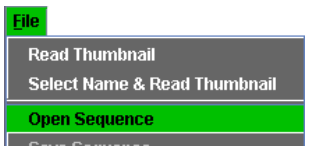
**2** Click the Frame Memory Recall window Mode box, and select On Air.




**3** In the File menu select Read Thumbnail.

The thumbnails read from the switcher and file names appear in the Files of Switcher area. In the case of a hard disk drive, loading 100 images takes around three minutes.

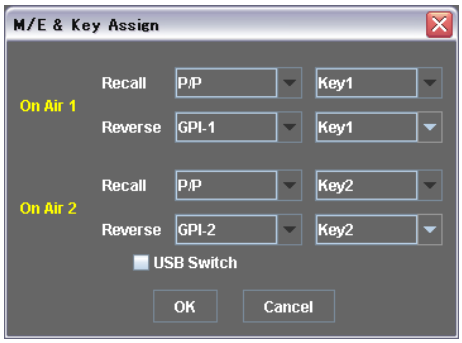
**4** In the File menu, select Open Sequence, and open a sequence file that has been saved.



The first thumbnail image in the sequence is output to On Air, and the second thumbnail image is output to Next.

**5** In the Tally menu, select M/E & Key Assign.


The following dialog box appears.




**Notes**

- "USB Switch" is used for special purposes to carry out a Recall with a button connected through the USB interface. Always leave it unselected.
- When the checkbox of Check Recall V&K Mode in the Setup menu is selected and the Tally Enable button is lit, clicking the OK button displays the sequence in pair mode in the window.

**6** For each of "On Air 1" and "On Air 2," select the switcher bank (M/E-1 to M/E4, P/P) and key (Key1 to Key8), to specify the key to which frame memory sequencing is linked.

**7** Click the Tally Enable button, turning it on.


When a key is removed on the switcher, the images in frame memories 3 and 4 (Next) are transferred to 1 and 2 (On Air), and the thumbnail selections advance by one each.
When Check Recall V&K Mode in the Setup menu is selected and the sequence to be recalled is set for pair mode, the sequence is displayed in pair mode in the window.

## To directly select an image for On Air or Next

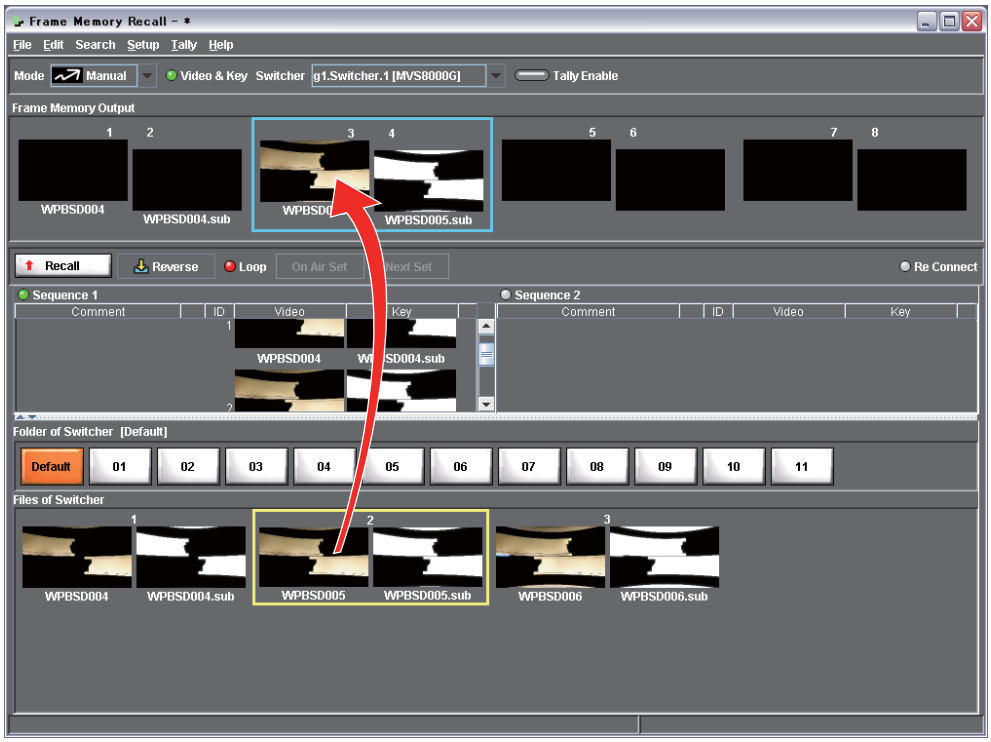
**1** Select one thumbnail from the sequence.

**2** To select for On Air, click the On Air Set button. To select for Next, click the Next Set button.

The On Air or Next thumbnail changes. When the pair mode setting is saved with the sequence, the window displays the setting. For On Air,  appears, and for Next,  appears.

# Outputting Specified Still Images From Switcher Frame Memory – Manual Mode

In Manual mode, you can select the switcher frame memory output, then click on any thumbnail, to output the image.

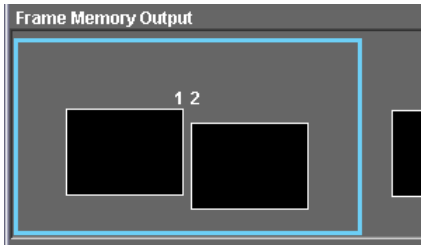



## Outputting Specified Still Images From Switcher Frame Memory

Use the following procedure.

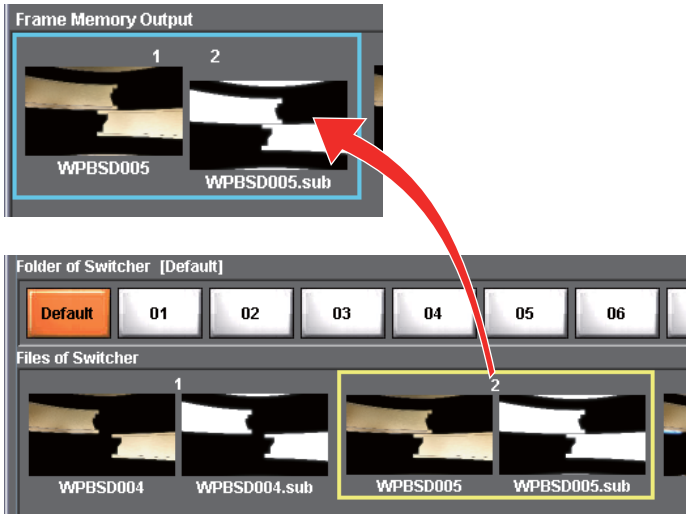
**1** Click Mode in the Frame Memory Recall window, and select Manual.


**2** In the Frame Memory Output area, select a frame memory (any of 1 to 8).



**3** Select the thumbnail of the still image you want to output, in the Files of Switcher area.

The still image is output from frame memory, and this is reflected in the Frame Memory Output thumbnails in the window.




When a clip recall is executed in the Video Clip window, the message “Clip Recalled” appears in the Frame Memory Output area.

# Converting a Frame Memory Video File to a Key

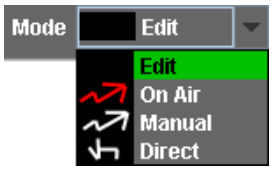
When continuously capturing switcher input video (movie) to frame memory, in order to set the exact timing manually, unneeded still image files are left. You can delete these files.
If video and key sources are recorded separately on video tape, when the key is saved in frame memory, it is interpreted as video rather than key. You can convert this to be treated as a key.

**1** On the switcher control panel, capture the video and key movie sources to frame memory.

Use the switcher Frame Memory >Animation >Record menu (menu number: 2514) or Frame Memory >Clip >Record menu (menu number: 2523).

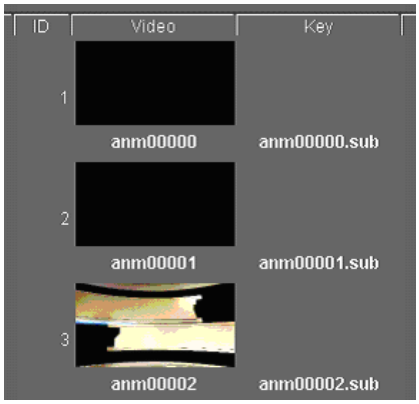
*For details of continuous image capture, see the switcher User's Guide Volume 1.*

**2** Click Mode in the Frame Memory Recall window, and select Edit.

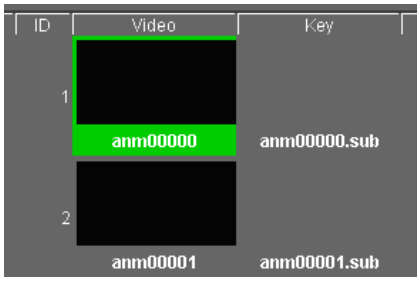



**3** In the File menu, select Read Thumbnail.

This reads the thumbnails from the switcher, and displays them in the Files of Switcher area.
For the clips created in the Animation >Record or Clip >Record menu, the file names are assigned automatically.




**4** Select the thumbnails for unneeded images before and after the continuous sequence.

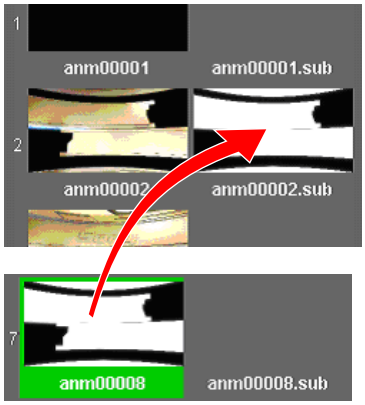



**5** Select Delete in the Edit menu, or press the Delete key.

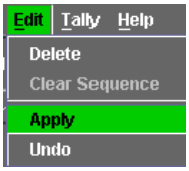
This deletes the selected files.

**6** Convert selected images (video) to key, using a mouse drag-and-drop operation as follows.

- To convert a single image to key, click the thumbnail, then drag with the mouse to the video image to which it is to be associated.
- To convert a consecutive sequence of images to key in a single operation, click on the first image, then hold down the Shift key and drag the mouse to the last thumbnail.
  Release the Shift key only, and drag with the mouse to the destination position for the converted key.




**7** To reflect the result of the above operation on the switcher, in the Edit menu select Apply.




**To cancel the operations before selecting Apply**

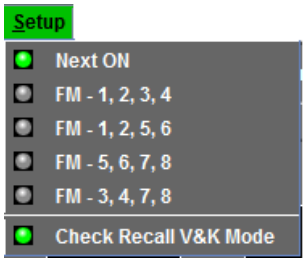
Before selecting Apply in the operation of step **7** above, provided you have not made further changes, in the Edit menu, select Undo.
This returns to the state before the operation.

# Assigning On Air and Next to Arbitrary Frame Memory Outputs

In the Frame Memory Output field, you can select which of 1 to 8 to use for On Air.
For example, when FM-1, 2, 3, and 4 are selected, FM-1 and 2 are used for sequence 1, and FM-3 and 4 are used for sequence 2. In this case, the remaining FM-5, 6, 7, and 8 are not used.

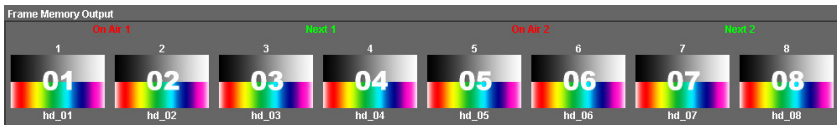
**1** In the Frame Memory Recall window, click Setup.

The following display appears.

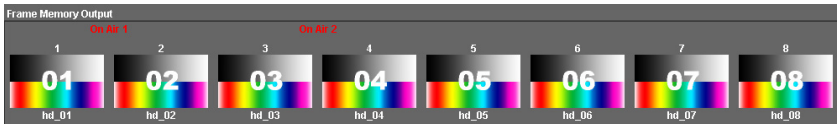



**2** Select any of the following.

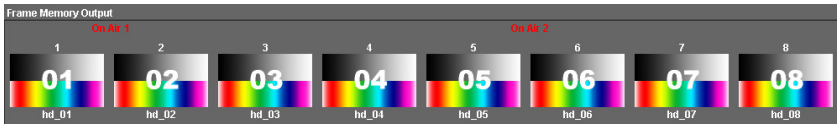
**Next ON:** All eight outputs are used. 1, 2, 5, and 6 are used for On Air, and 3, 4, 7, and 8 are used for Next.



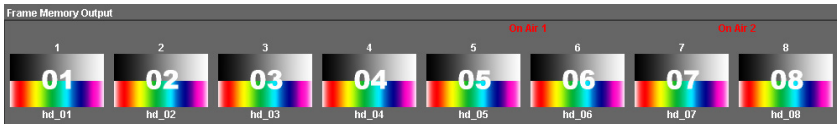

**FM-1, 2, 3, 4:** Use 1, 2, 3, and 4 for On Air. Next is not used.



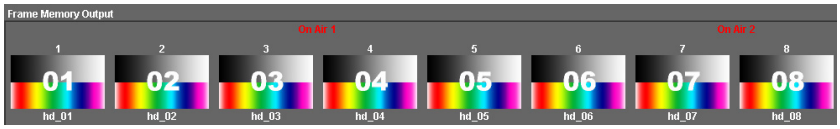

**FM-1, 2, 5, 6:** Use 1, 2, 5, and 6 for On Air. Next is not used.




**FM-5, 6, 7, 8:** Use 5, 6, 7, and 8 for On Air. Next is not used.




**FM-3, 4, 7, 8:** Use 3, 4, 7, and 8 for On Air. Next is not used.

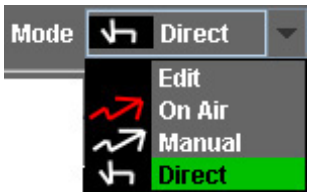


# Direct Recall Mode

Using the touch panel, the following operations are possible.

## One-touch recall

1 In the Frame Memory Recall window, select Direct in the Mode list box.




This switches to direct recall mode, and the following buttons appear.


2 In the Files of Switcher area, touch the desired thumbnail.

This outputs the selected image from frame memory.

## Freeze-and-store of an input image

1 In the Frame Memory Recall window, press the Freeze Enable button. *(See figure above)*

2 Turn the Frame button on or off as required. If the freeze image has jitter, turn this button off, to select a field freeze.

3 Press the Freeze & Store button where you want to freeze the input image.

This carries out the freeze, and a dialog box appears for file name input.

4 Enter the desired file name.

The freeze image is captured on the switcher.

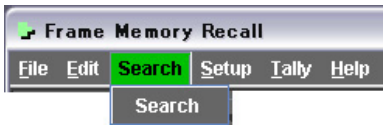
## Automatically entering an unused file name

Before pressing the Freeze & Store button in the above step 3, press the Auto name button, turning the indicator on the left lit green.
Then pressing the Freeze & Store button automatically enters an unused file name.
When the indicator is turned off, pressing the button overwrites the currently displayed name with the name of the selected thumbnail in the Files of Switcher area.

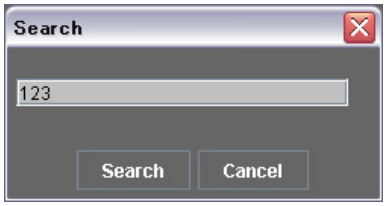
# Searching for Thumbnails by Name

**1** Select Sequence 1, Sequence 2, or the Files of Switcher area.

**2** Click Search.




A dialog box appears for text input.




**3** Enter a part or whole of the thumbnail name you want to search for.

The search starts, and thumbnails including the specified character string are displayed at the beginning of the area.
If no matching thumbnail is found, the message “Not found !” appears.
To search again with a different character string, click the Search button, and to cancel the search, click the Cancel button.

# Executing a Frame Memory Sequence With a Switch Connected to a GPI Input Port

You can execute a Frame Memory Recall sequence by operating a switch connected to a GPI input port of the SCU (switcher control unit).

## Setting the Switcher Trigger Type

You must first make the following setting on the switcher.

**1** Display the Engineering Setup >Panel >Device Interface >GPI Input menu.

The following menu appears.


**2** Select the polarity (  or  ) for the trigger on the port (any of 1 to 8) to which the switch is connected.

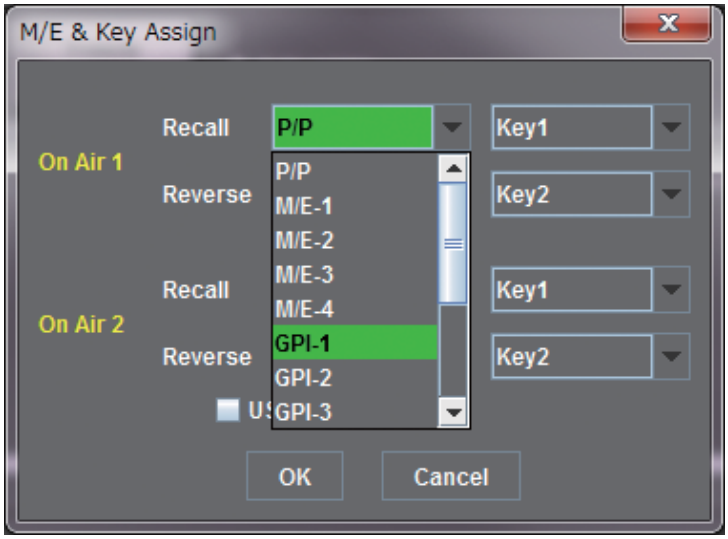
Select one of the two polarities based on the way in which the switch will actually be operated. The sequence operation is actuated when the switch is pressed, not when it is released.
If the switcher is to be operated simultaneously with the trigger, select the "Action" box, and if not required select "No Action."

*For details of operations, refer to the switcher User's Guide.*

## Assigning a GPI Input Port in System Manager

**1** In the Tally menu in the Frame Memory Recall window, select the M/E & Key Assign menu.

The following dialog box appears.

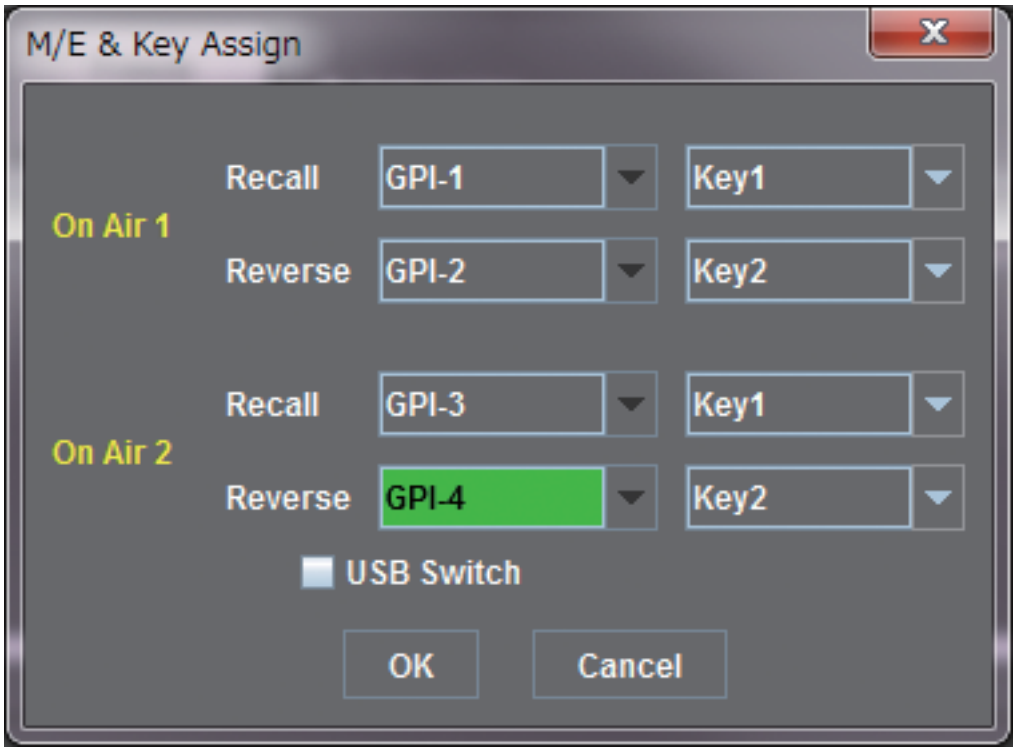



**2** For each of “On Air 1” and “On Air 2,” specify the GPI input port for actuating Recall and Reverse.

For example, to actuate “On Air 1” Recall with GPI-1, display the options as shown in the figure above, then select GPI-1.

The next figure shows the result of assigning GPI inputs to each of the four sequence functions.

- For On Air 1, GPI-1 is assigned to Recall, and GPI-2 to Reverse.
- For On Air 2, GPI-3 is assigned to Recall, and GPI-4 to Reverse.



# Chapter 9 Video Clip

## Overview

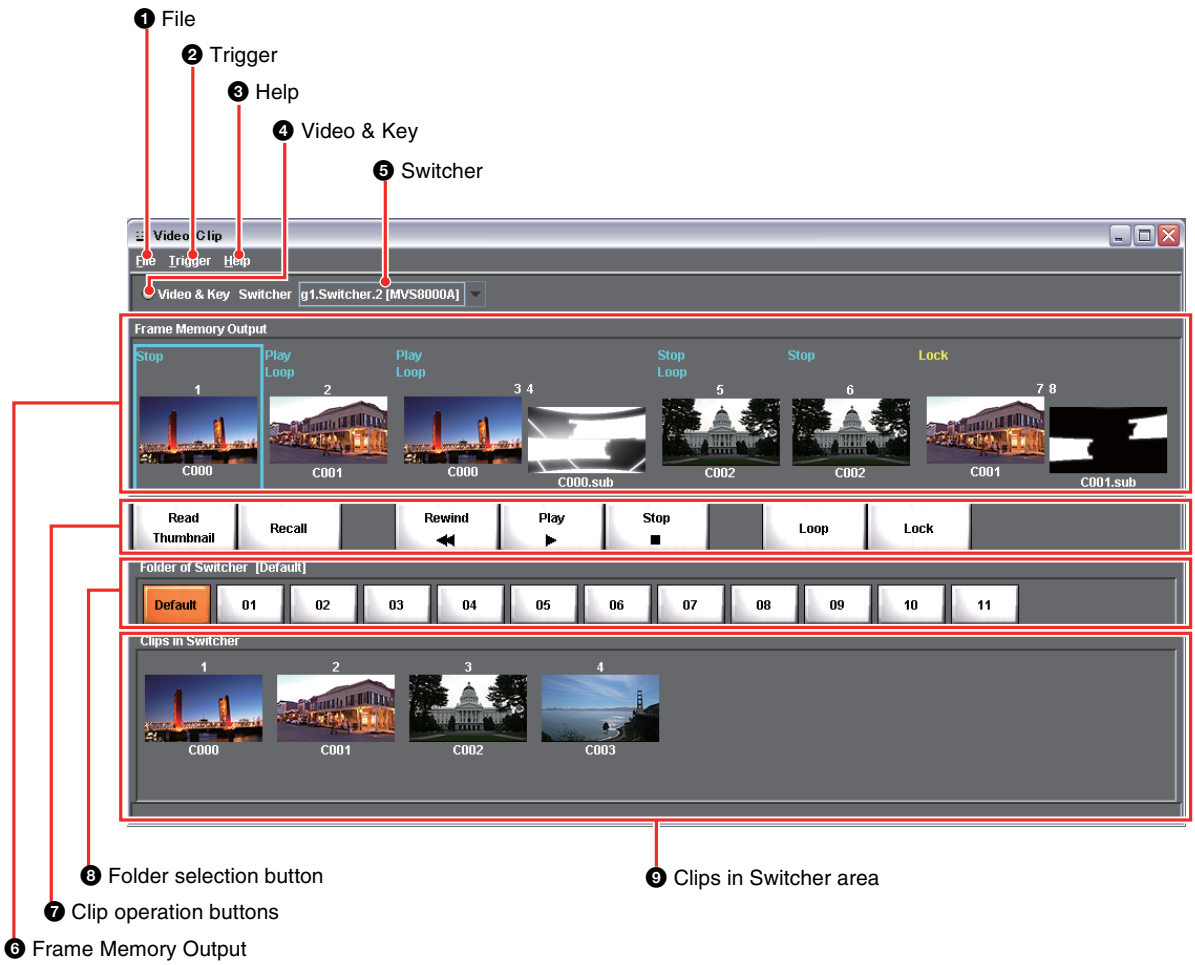
The Video Clip function allows you to read a frame memory clip created by the switcher, and output one by one from the specified frame memory. You can play or stop a clip.

## Starting the Video Clip Function

To start the Video Clip function, in the System Manager Main Menu window select Video Clip.


The Video Clip window appears.

# Names and Functions of Parts of the Video Clip Window




### ❶ File

Click this to display the File menu. The File menu includes the following commands.

**Close:** Exits the Video Clip function.

### ❷ Trigger


**Panel GPI-In:** Enables clip operations to be carried out via a switch connected to a GPI input port of the SCU (system control unit) controlling the switcher control panel.

**Key On Play:** Enables clip playback to be triggered when a key is turned on.

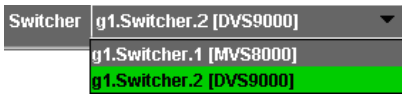
### ❸ Help


**User's Guide:** Displays Chapter 9 of this User's Guide (PDF).

### ❹ Video & Key


Click this, turning it on, to select the video and key pair mode for the clip operations on the selected frame memory. When not selected, the video-only mode is used. The operation result is also reflected in the switcher control panel.

### ❺ Switcher




When more than one switcher is connected, selects which is operated.

### ❻ Frame Memory Output

This shows which images are output from switcher frame memories 1 to 8.

### ❼ Clip operation buttons

These carry out operations on recalled clips.

### ❽ Folder selection button

These show the frame memory folders created in the switcher.
Press one of them to select a folder and then press the Read Thumbnail button to output thumbnails from the selected folder only.

### ❾ Clips in Switcher area

This shows thumbnails of the clips present in switcher frame memory.

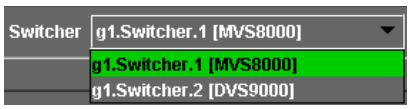
## Exiting the Video Clip Function

To exit the Video Clip function, in the File menu select Close, or click the button at the top right.

# Reading Clip Thumbnails From the Switcher

## Selecting the Switcher

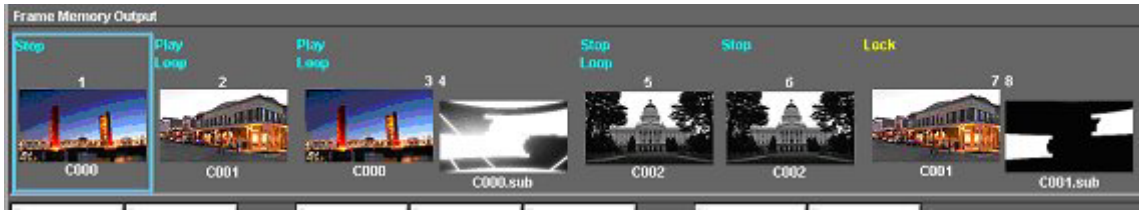
When more than one switcher is connected, you must first select the switcher from which the clip thumbnails are read.
The box to the right of Switcher in the Video Clip window shows the switcher name (the setting under Device Monitor in System Manager for the Description and the Device Name).
To change this, click ▼ and select the switcher name.




## Selecting the Video Mode for Each Frame Memory

When reading clip thumbnails from the switcher, select whether to handle video only, or video and key.

**1** Select one of the frame memories (1 to 8) in the Frame Memory Output area.




**2** In the Video & Key window, click Video & Key to turn the indicator on the left on or off.

Turning the indicator on selects the pair mode of video and key. Turning the indicator off selects the video-only mode.


**Notes**

- Changing video mode in the Video Clip window also changes the mode in the Frame Memory Recall window. In the Frame Memory Recall window video mode is collectively selected for all frame memory outputs and cannot be changed for a particular output.
- Changing the mode on System Manager automatically also changes the mode on the control panel.
- When playing back a clip, you cannot change the video mode.

## Selecting a Frame Memory Folder of the Switcher

When reading thumbnails from the switcher, it is possible to select a frame memory folder of the switcher.

**Notes**

- Creating and deleting folders is carried out with the switcher control panel.
- The result of creating and deleting folders is immediately reflected in the System Manager.
- You can create up to twelve folders including a default folder.

In the Video Clip window, press one of the following folder selection buttons.


After selecting a folder, pressing the Read Thumbnail button outputs thumbnails only from the selected folder of the switcher.
Then, pressing another folder selection button displays the thumbnails that were last time output from the selected folder. The color of the pressed button turns orange.

## Reading a List of Clips From the Switcher and Displaying It

The thumbnails and clip names read from the switcher appear in the Clips in Switcher area.
Note that the thumbnails shown here are from the middle of the played back clips.
(This is because the thumbnail from the start time of a clip is often entirely black.)

**Note**

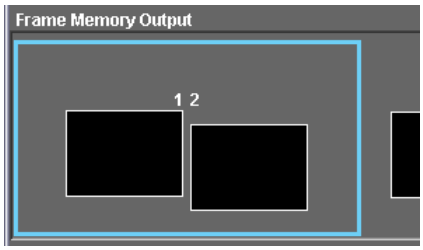
Only the clips stored in the first board can be read.

### If there are no thumbnails resulting from the read

The status bar appears as follows.

# Outputting Specified Clips From the Switcher Frame Memory

**1** In the Frame Memory Output area, select any frame memory (from 1 to 8).




**2** Select the thumbnail of the clip you want to output, in the Clips in Switcher area.

**3** Press the Recall button.

This outputs the first frame of the clip from frame memory.

**4** Press the Play button.

This starts playback of the clip.

**5** Press the following buttons for operations as required.

**Read Thumbnail:** Read thumbnails from the switcher.
**Rewind:** Move to the start point of the clip.
**Loop:** Endless loop playback.
**Stop:** Stop the clip operation.

### To inhibit the use of a specified frame memory output in a clip

With the Frame Memory Output selected, press the Lock button.

**Note**

When playing back a clip, you cannot inhibit the use of it.

When a still image recall is executed in the Video Clip window, the message "Still Recalled" appears in the Frame Memory Output area.

# Assigning Clip Operations to a GPI Input

You can play back or stop a clip by operating a switch connected to a GPI input port of the SCU (switcher control unit) controlling the switcher control panel. Select the assignment of the eight ports to respective frame memory output functions.

**1** In the Video Clip window, click Trigger, and select Panel GPI-In.


The following dialog box appears.


**2** In the box corresponding to the GPI input (any of GPI-1 to GPI-8), select the desired frame memory output (FM-1 to FM-8).

**3** Select the clip operation to be assigned (Rewind, Play, or Stop). If you do not want to assign an operation, select “No Action.”

The clip playback, stop, or rewind function will now be activated by a trigger on the GPI input.

# Linking Clip Playback to Key On

You can link clip playback to a specified key so that the playback starts when the key is turned on for each frame memory output.

**1** In the Video Clip window, click Trigger and select Key On Play.


**2** In the Key On Play dialog box, click ▼ on the right of the bank (M/E-1 to M/E-4, or P/P) selection box of the desired frame memory (FM-1 to FM-8) to select the desired bank.

*For the frame memory output not to be linked to any key on, select "Disable".*


**3** Click ▼ on the right of the key (Key1 to Key8) selection box to select the desired key.


When the selected key is turned on, clip playback starts.

## Trademarks

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